Subject: Re: Building Tut out yet?
Posted by Oblivion165 on Sun, 11 Sep 2005 22:47:06 GMT
View Forum Message <> Reply to Message

Ok so you should see this on your screen:

You should now see how RenX is depicted to LevelEdit. Also you can see some scale now.

On my RenHelp tutorial http://renhelp.co.uk/?tut=61 i have the building files with proxis.

Direct Link: http://renhelp.laeubi-soft.de/Tutorials/Oblivion/TUT_Proxis/ /buildings_prox.zip

Extract the Gmax file "Buildings_prox.gmax" in the zip and Repeat (The gmax part of)Part 1 with this Gmax file. Name the LevelEdit temp and the .w3d "Buildings"

Take note where the words "Sector 3" "and Sector 4" are, move your camera around to a similar station to show your GDI buildings.
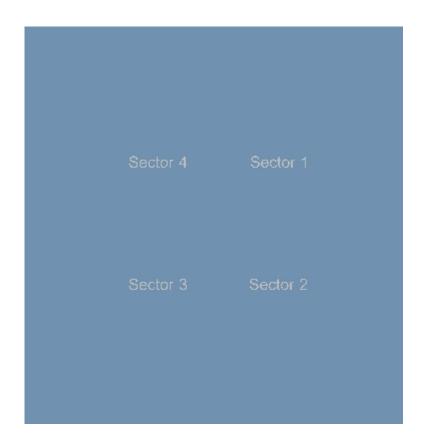
This will get you to the point where you can follow my other tutorial with no problem.

http://renhelp.co.uk/?tut=59

Any questions just ask me here, email me, Pm me, or Yahoo me. Also remeber me on nomination day

File Attachments
1) SM Tut Img 9.jpg, downloaded 182 times

2) SM Tut Img 10.jpg, downloaded 169 times

Sector 4

Sector 3