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Subject: Re: Faked "Lightmap" Creation in 3D Studio Max - A Tutorial

Posted by [sloth4urluv](#) on Mon, 19 Dec 2005 15:09:50 GMT

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ACK I suggest you spend your time more wisely and work on your own mod instead of wasting your time trying to bash our mod. When are you gonna realize that this is not a competition. Besides leeching information from one of our exmembers im sure you knew I used texture baking which isnt a big secret

The process involves more than youve dumbed it down to. Of course you could merge all your objects together into a single mesh and then unwrap, but then you have to break that merged mesh back into its original pieces and if you used a good amount of textures on your model that becomes a pain in the ass.

And what if you already have your building fully textured and rigged in gmax? Are you giong to export to max, merge, unwrap, bake texture, break into original pieces, export to gmax, and fully retexture again?

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