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Subject: Re: Renegade Buildings in 3DS Max?  
Posted by [Halo38](#) on Sat, 21 Oct 2006 14:31:22 GMT  
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totalhavok wrote on Fri, 20 October 2006 17:37Halo38 wrote on Fri, 20 October 2006 15:47  
Yes, I actually done this for C&C\_Arid

- I exported the buildings file to w3d
- imported the w3d to 3dsmax
- then looked at the materials in renx and recreated them in 3ds

I also messed around with smooth groups finding out how best to use them to help the models react to light in the best way the result is actually better than the ww gmax version.  
I only got one material wrong and that was the obelisk tubes on the side (which all I think I had to do was check the valpha box)

Would you like this max file?

Ok did you try using the Cap Holes modifier in 3ds max?? Does it work better, then it does in RenX? RenX's Cap Holes modifier gives me problems with the way textures look, BUT it REALLY helps reduce the poly count!!!! I'd like to be able to use this modifier without messing up the appearance of my textures!

Cap holes is a modifier that caps the holes in a mesh which adds polygons I don't see how you have used this to reduce the poly count EDIT: (you may reduce the polgon count but not the triangle count)

cap holes will most likely work the same in gmax as renx even if you use cap holes you will still need to apply another UVW map or Unwrap modifier to map the newly created unmapped polgons

When I metioned that I messed around with the smooth groups on the buildings I ment that I changed them from the smooth groups found on the buildings in the ww gmax buildings file so light now reacts better to them, the smooth grouping meethod is exactly the same as in gmax.

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