Subject: Re: Gmax: Solid box
Posted by Di3HardNL on Sat, 06 Dec 2008 14:47:02 GMT
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If you have the problem that MGamer is talking about then i have the solution for you.

rightclick the mesh (after using boolean tool) and convert to 'editable poly' then play around with the polygons on where you want to have them (if you want more polygons then do bolean again to create more)

When you think your done choose 'element' selection. (the red box)

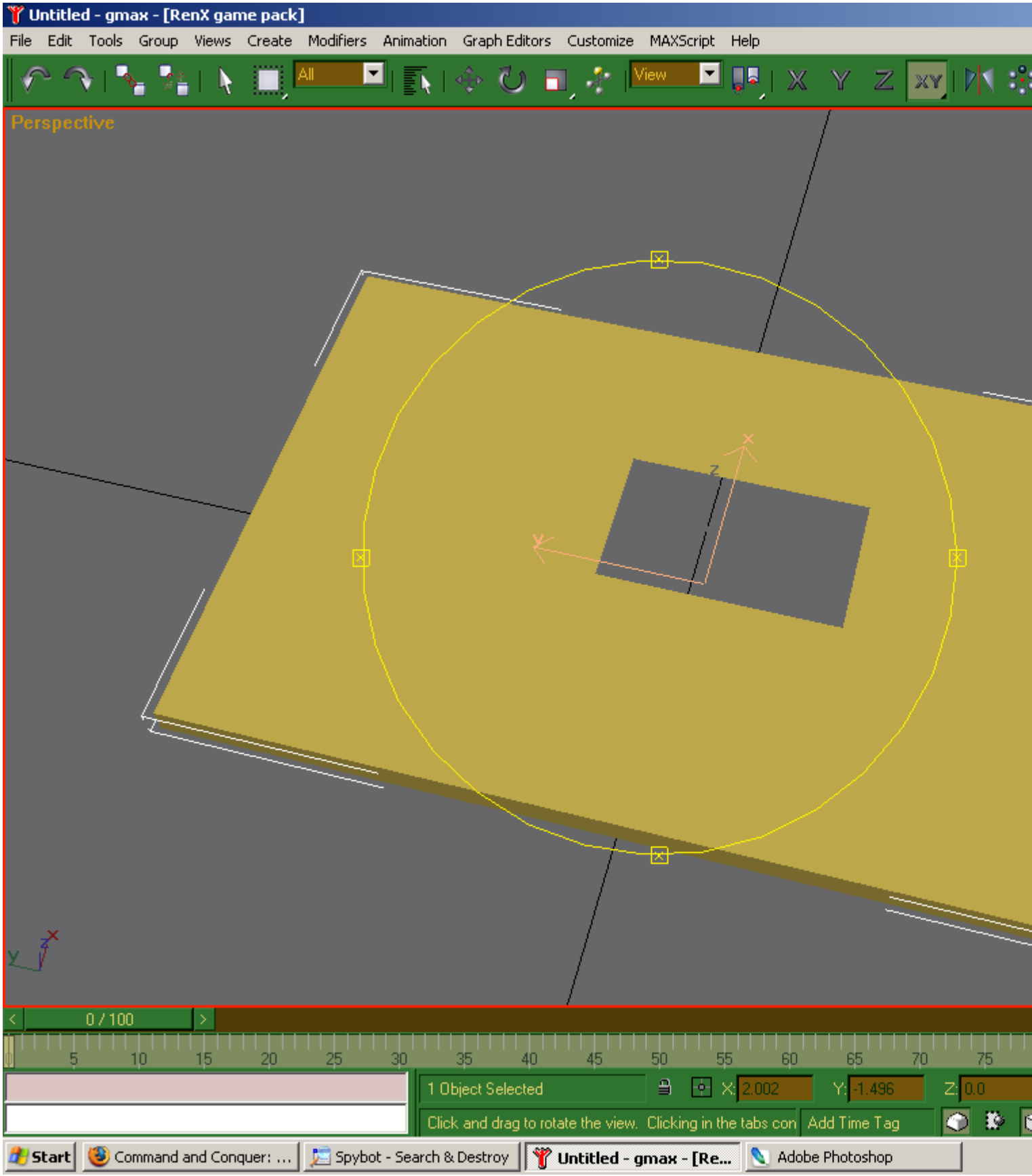
then in 'Edit Geometry' rollout click 'create' click on the polygons which you want to connect to each other to create a new surface.

Here a sample, I used boleans 2 times. (not detailed) thats the way i should do it.

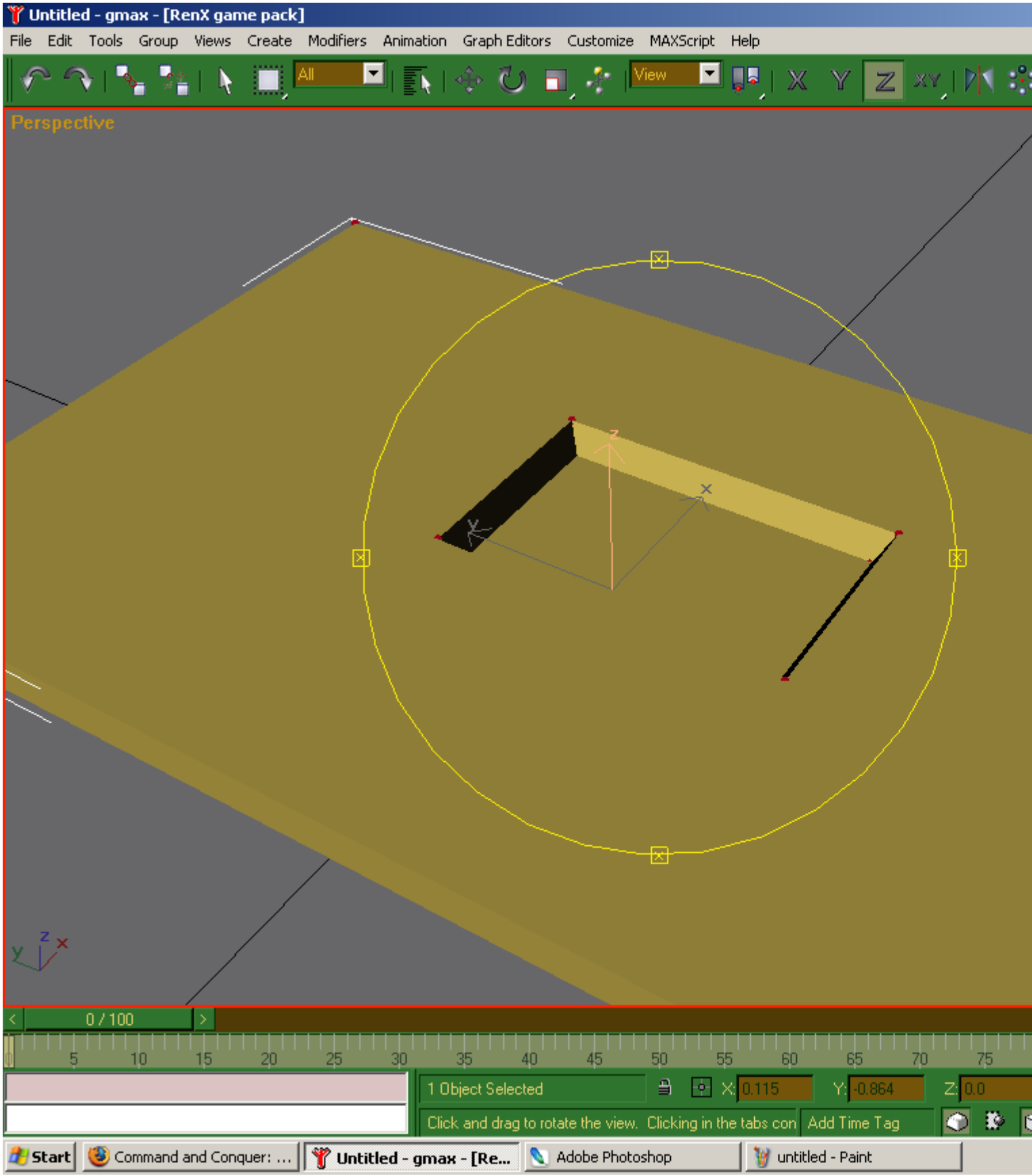
1 more tip. If you get black spots on your mesh, select your mesh and go to modifier tab and click on 'smooth' that should fix it

File Attachments

1) screenshot1.PNG, downloaded 303 times



2) screenshot2.PNG, downloaded 304 times


Untitled - gmax - [RenX game pack]
File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help
All
View
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5 10 15 20 25 30 35 40 45 50 55 60 65 70 75
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