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Subject: Re: Sciencepark Renegademap  
Posted by [RedOne](#) on Tue, 09 Dec 2008 16:55:12 GMT  
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Quote:Perhaps I could have worded it better, but it's the internet. When you post your work, expect criticism of any kind.

I am thankful for your reply and I expected criticism of any kind but the way you started your reply was not very nice. Later in the reply you proofed dat you can be nice and tell me where I go wrong in a way that I can do someting with it.

Quote:You started on the exterior first, and it's fairly blocky. Not to mention, you shouldn't even really be texturing it atall or anything until the model is pretty much finished. I'll go into this later Yes I did started on the exterior. But the building is very blocky. And what you say about texturing is right to. I have the same experience now. But sometime I had to look if it was the right texture. Thats why I didnt textured the most of it.

Quote:Don't. Boolean isn't really a great tool, as it makes poly's in random places. I reccomend simply extruding around where you want the holes, rather than using boolean. It really does look better, even if a bit more time consuming. Do note that polygons affect lighting. So if you have random poly's around the map, they'll show with lighting..

Thats what i have seen to. In the part I did with boolean I get crazy of the poly's it added. That what I checked yesterday after your reply. I cant send some scrshot now because I am not at home now. When I am I will.

Quote:Take various screenshots of the map. Maybe not even necessarily in wireframe, but hit F4 (Or F2, I can't remember which, lol) in gmax, and it'll show the edges of your mesh

I will when I am at home

Quote:  
Now, I should probably give you a little tutorial on how those features work.

Quote:  
Extrude is pretty simple. Select an edge in edge selection mode with an editable mesh. Then, simply hold shift, and drag the edge you selected in the direction you wish to make another plane.

Can I use keyboardinput on this?? I get my maesurements from a autocadfile.

Quote:Welding is done in vertex editing mode. You basically select various vertexes, and go down to the welding feature in gmax. Then, there should be a button called "Selection", and some numbers next to it. The numbers mean how close the vertexes must be to weld them, so I recommend choosing a really small number, like 0.001. This way, the vertexes have to be in the

same location to weld them.

Welding basically means, two or more vertexes become one vertex.

Blazea's tutorials on renhelp should explain extruding and welding and other nifty features better. Here's the links.

<http://renhelp.net/index.php?mod=Tutorials&action=view&id=120>

<http://renhelp.net/index.php?mod=Tutorials&action=view&id=121>

IMO, welding and extruding are two basic necessities everyone who does 3d editing should know.

Thx for this very much. Its more logical to me now. I shall try it very very soon. Is there a opposite of welding to. If I have a box of a plane and I want to add a vertex??

Thx again

GrTz Red