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Subject: Re: 3DS Max Buildings Setup

Posted by [Aircraftkiller](#) on Sun, 19 Jun 2011 02:36:48 GMT

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Graduated yesterday, but I still have time to spare. Here's the preliminary lighting for the Shrine of Nod. I'm not completely happy with it yet, but it's got the general theme of the building. Omitted are the flares on the spotlights and the dust in the windows - they don't render correctly in Max. You'll see them when I post the W3D viewer light mapped images.

As for changes, I added pads for Nod worshippers to kneel upon before the pulpit. I also took the liberty of vertex matching all of the geometry for the pulpit whereas before it was basically a collection of primitives. I repainted it using almost one texture from the Hand of Nod. I then added some height to the back and put in a door, which leads to a hallway that splits off and allows you to access the basement's missile silo. I tore out the elevator and used the multiplayer building connections to allow the hallway to meet the basement. There is a rear entrance as well.