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Subject: Question about modeling in Gmax...  
Posted by [rm5248](#) on Thu, 07 Oct 2004 21:53:14 GMT  
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I've noticed that to model something in Gmax, people put the image of the object that they want to model in the background, like this:

How do I do this?

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Subject: Question about modeling in Gmax...  
Posted by [Spice](#) on Thu, 07 Oct 2004 21:58:51 GMT  
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Apply your picture with the material editor and put it on a plane. You might want to change your viewport when making the plane so it is vertical not horizontal.

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Subject: Question about modeling in Gmax...  
Posted by [Major Mike](#) on Thu, 07 Oct 2004 21:59:32 GMT  
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First I click on the viewport i want the image to display on(left for me) then i go to view, Viewport background, then click file and browse to the image you want. It might help to check Match Bitmap and Lock Zoom/Pan.

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Subject: Question about modeling in Gmax...  
Posted by [Spice](#) on Thu, 07 Oct 2004 22:01:17 GMT  
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Major MikeFirst I click on the viewport i want the image to display on(left for me) then i go to view, Viewport background, then click file and browse to the image you want. It might help to check Match Bitmap and Lock Zoom/Pan.

You can't move the picture in the background so that way is poor for modeling.

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Subject: Question about modeling in Gmax...  
Posted by [Major Mike](#) on Thu, 07 Oct 2004 22:03:01 GMT  
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Well you can but the model moves so i guess its not that helpful.

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Subject: Question about modeling in Gmax...  
Posted by [Slash0x](#) on Thu, 07 Oct 2004 23:14:00 GMT  
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You create a box object and place it where you want to creat the model. Go to the front/left viewport and it will be like drawing on a piece of paper (as long as you don't do any view rotating, view moving with the hand icon is fine).

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Subject: Question about modeling in Gmax...  
Posted by [Sir Phoenixx](#) on Thu, 07 Oct 2004 23:46:25 GMT  
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alt+b and put it in the viewport background. (Turn on 'match bitmap' and 'lock zoom/pan')

Quote:You can't move the picture in the background so that way is poor for modeling.

You'd never need to move the background, so that's completely irrelavent. If you need to model another part the same way somewhere else on the model, either clone it, or move the model over and model it, there's no need to go through the extra steps of putting it as a texture on a box.

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Subject: Question about modeling in Gmax...  
Posted by [PermaGrin](#) on Fri, 08 Oct 2004 00:22:40 GMT  
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Reason I found it is better to use a textured plane instead is I found it much easier to say...line up a picture of the front and a side view. That way all I need to do it move and scale the plane until parts match up. Whne using the viewport background method, it takes some time to line different viewport images up and even then in the end it may not be right on.

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Subject: Question about modeling in Gmax...  
Posted by [Spice](#) on Fri, 08 Oct 2004 01:32:47 GMT  
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Sir Phoenixx

You'd never need to move the background, so that's completely irrelavent.

You may not be able to move the background but it also covers up your whole Viewport and I find it harder to do things in the perspective viewport.

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Subject: Question about modeling in Gmax...  
Posted by [Sir Phoenixx](#) on Fri, 08 Oct 2004 13:38:27 GMT  
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Quote:You may not be able to move the background but it also covers up your whole Viewport

No it doesn't.

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Subject: Question about modeling in Gmax...  
Posted by [Spice](#) on Fri, 08 Oct 2004 18:38:18 GMT  
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If you don't select match bitmap it does. That isn't the point , I said I like it better with plane. You can zoom in and see detail more easily and zoom out to compare from a distance. You can't do that placing it in the back of your viewport since zoom doesn't affect the image at all.

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Subject: Question about modeling in Gmax...  
Posted by [Dante](#) on Fri, 08 Oct 2004 18:52:47 GMT  
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ermm.... lock zoom & pan, then zoom, same thing...

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Subject: Question about modeling in Gmax...  
Posted by [Spice](#) on Fri, 08 Oct 2004 19:06:57 GMT  
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It doesn't work in the perspective viewport.. At least I haven't found a way to get it to work.

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Subject: Question about modeling in Gmax...  
Posted by [Dante](#) on Fri, 08 Oct 2004 20:39:38 GMT  
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there is no reason you should be modeling off of images in perspective mode.

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Subject: Question about modeling in Gmax...  
Posted by [Spice](#) on Fri, 08 Oct 2004 21:21:36 GMT  
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In perspective I use it for 3D detailed and As I already said I find it harder to do things in the perspective viewport with it covered with the image.

I prefer the a textured plane and that isn't going to change.

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Subject: Question about modeling in Gmax...

Posted by [Sir Phoenixx](#) on Sat, 09 Oct 2004 01:35:08 GMT

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No one said anything about putting an image in perspective. Perspective isn't there to model in, it's there so you can move the view around the model and see how it looks, how different parts look in relation to each other, if the widths/etc. look right, etc. If something doesn't look right, you go into the correct left/front/top viewport and fix it.

Quote:You can zoom in and see detail more easily and zoom out to compare from a distance. You can't do that placing it in the back of your viewport since zoom doesn't affect the image at all.

And you can do the exact same thing with the image in the background.

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Subject: Question about modeling in Gmax...

Posted by [Spice](#) on Sat, 09 Oct 2004 09:44:14 GMT

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Once Again I must repeat myself . I use the perspective view for 3D detailing. Did I say I modeled in it? No , I did not. I could use the Top viewport if I wanted but I prefer the Perspective.

Exdeath7l prefer the a textured plane and that isn't going to change.

Kthnx , I'm done argueing with you.

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