Subject: Square to Round point
Posted by Anonymous on Tue, 07 Jan 2003 15:27:00 GMT
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How in GMAX can you create a square to a round cone. I have a flat sqaure end and i need it to come out to a 18 sided cone. Anyone prepared to give me one or tell me if there is a tool for it.

Subject: Square to Round point
Posted by Anonymous on Wed, 08 Jan 2003 08:33:00 GMT
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Subject: Square to Round point
Posted by Anonymous on Wed, 08 Jan 2003 10:01:00 GMT
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place cone on end of square, and attach it.Then manually create the polys required between the base of the cone and the corners of the square.

Subject: Square to Round point
Posted by Anonymous on Wed, 08 Jan 2003 10:32:00 GMT
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make a low poly cone and then edit the bottom vertices and move them into a square shape.You will have to have at least two heighth sections in the cone to make the transition from square to circle look right.Eric.

Subject: Square to Round point
Posted by Anonymous on Wed, 08 Jan 2003 11:59:00 GMT
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wtf? you just want a ammo shell type shape? Just make a cylinder (no way you would need 18 sides!) then convert to editable mesh, delete the top side, and shrink the span of the top verticies until you have a pointed end.

Subject: Square to Round point
Posted by Anonymous on Wed, 08 Jan 2003 14:37:00 GMT
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It is for a nose cone of a plane. it has to go from a square to round tip. i bullet caseing would be a lot easier