
Subject: My very first Renegade model!

Posted by [Anonymous](#) on Tue, 14 Jan 2003 13:10:00 GMT

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Took me about 15

minutes...http://www.nodnl.net/bunker_front.jpghttp://www.nodnl.net/bunker_back.jpg Anyone got tips/ideas/suggestions for improvements? i would like to use it in a map [January 14, 2003, 13:12: Message edited by: iscripter]

Subject: My very first Renegade model!

Posted by [Anonymous](#) on Tue, 14 Jan 2003 14:12:00 GMT

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yeah...use the boolean tools (main one is subtract) and cut the hole in it instead of using several different objects to form the hole...and add some more details...(you can also make it from 1 object, here's the best way):instead of making each shape out of different objects, use extrude: make a single box with 5 segments going from front to back (which ever way that may be in gmax), and size this to be the front wall which the hole will go in, than go into sub-object mode (right click, editable mesh) and edit the vertices, select the middle 4 verts on the bottom and move them up so that they are at the same level as the bottom of the roof would be. than click on the sizing tool(make sure it's the non-proportional one, the one with the two boxes that aren't similar) and size the left-middle verts (of the 2 that you just moved up to form the ceilings bottom, the one on the left) and the set of verts directly to the left of it so that they're in a straight line, than do the same thing with the right-middle and the ones directly right of them. now on the toolbar, go down till you reach the section with the vertex welding tool, replace the '0.1' with '1.0' and than select all the vertices, and hit the button next to the textbox with the '1.0', it will join all vertices together that are within 1 unit of each other (the top verts that you just sized to gether ealier)... now go back up to the top of the tool bar and select the polygon sub-object mode (a red square, 2nd from right) and select all the back polygons (click one, than hold down ctrl and click another until you have them all highlighted), than right click, click extrude, and go to the overhead view, and pull on the highlighted faces (hold down the button)it has been extruded, now go back into vertex mode and move the new ones back to where those things that are protuding on either side behind the bunker, move the top vertex's forward so if forms a slanted surface. than create a plain box with no segments and position it so that it goes all the way through the front where the opening will be, than click on the bunker, click on the geometry tab on the tool bar, click the pulldown menu, click the compound one, click the boolean button, click the box that you created, hit the 'subtract a-b' button and it cuts the hole out, than go go back into sub-object mode and click the pull down menu with all the different options and click the 'optomize' button, it will get rid of all the un-needed faces and bring the poly count down a few polies, than put it in game um, yeah...so that's how you could make that entire thing, look just like that out of 1 piece...if that's alittle too confusing let me know and i'll tone it down a bit [January 14, 2003, 14:15: Message edited by: Sir Phoenixx]

Subject: My very first Renegade model!

Posted by [Anonymous](#) on Tue, 14 Jan 2003 14:16:00 GMT

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For a first renegade model, that's a good start. I could've made that in 5 mins though. It looks pretty basic. But it does look good.

Subject: My very first Renegade model!

Posted by [Anonymous](#) on Tue, 14 Jan 2003 14:39:00 GMT

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Thanks a lot Phoenix!! I saved ur reply to my HD, i will try it tomorrow

Subject: My very first Renegade model!

Posted by [Anonymous](#) on Tue, 14 Jan 2003 14:55:00 GMT

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Yeah thanks, this has helped me to make my map by explaining the boolean method on how to extract a hole. I can now add single buildings correctly. [January 14, 2003, 14:59: Message edited by: General Havoc]

Subject: My very first Renegade model!

Posted by [Anonymous](#) on Tue, 14 Jan 2003 16:37:00 GMT

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np

Subject: My very first Renegade model!

Posted by [Anonymous](#) on Tue, 14 Jan 2003 19:42:00 GMT

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quote:Originally posted by Sir Phoenixx:yeah...use the boolean tools (main one is subtract) and cut the hole in it instead of using several different objects to form the hole...and add some more details...(you can also make it from 1 object, here's the best way):instead of making each shape out of different objects, use extrude: make a single box with 5 segments going from front to back (which ever way that may be in gmax), and size this to be the front wall which the hole will go in, than go into sub-object mode (right click, editable mesh) and edit the vertices, select the middle 4 verts on the bottom and move them up so that they are at the same level as the bottom of the roof would be. than click on the sizing tool(make sure it's the non-proportional one, the one with the two boxes that aren't similar) and size the left-middle verts (of the 2 that you just moved up to form the ceilings bottom, the one on the left) and the set of verts directly to the left of it so that they're in a straight line, than do the same thing with the right-middle and the ones directly right of them. now on the toolbar, go down till you reach the section with the vertex welding tool, replace the '0.1' with '1.0' and than select all the vertices, and hit the button next to the textbox with the '1.0', it will join all vertices together that are within 1 unit of each other (the top verts that you just sized to gether ealier)... now go back up to the top of the tool bar and select the polygon sub-object mode

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Subject: My very first Renegade model!
Posted by [Anonymous](#) on Wed, 15 Jan 2003 04:08:00 GMT
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spare time? it took less than 5 minutes to type that. (also didn't have to open gmax to answer it...)

Subject: My very first Renegade model!
Posted by [Anonymous](#) on Wed, 15 Jan 2003 04:18:00 GMT
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Is the email in your signature for MSN too? I wanna contact you but i hate sending emails

Subject: My very first Renegade model!
Posted by [Anonymous](#) on Wed, 15 Jan 2003 04:59:00 GMT
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i dont' use msn messenger...i have an aim account but i try to avoid it any and all chances i get i do use irc...(either e-mail or chat on irc, if there's no other way than i'll use aim...)

Subject: My very first Renegade model!
Posted by [Anonymous](#) on Wed, 15 Jan 2003 05:05:00 GMT
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or you could use this board's pm feature and pm me...edit:(on second thought, just e-mail me from now on, the pm feature on this board sucks...) [January 15, 2003, 05:48: Message edited by: Sir Phoenixx]
