Subject: First Map in 3D Studio Max
Posted by mrÃ£Ã§Ä·z on Sun, 14 Jun 2009 18:39:54 GMT
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Hello,

This is my fist Map made in 3D Studio Max, its still WIP Status.
Im planning to paint some Ways, add some stones etc. Also im am
thinking about making a little Campaign (with some new Vehicles
and more). Do you guys think it could be a good Campaign Map?

I wanna create a own little story after Kane has died, you will
continue the Fight as Havoc and you will be able to call Troops
and more.

So take a look at the Map, i could need some Ideas etc. City Maps
will be included for the Campaign, more INFO will come later

Little Nod bases and AI´s will be added and some more Isles to
have a cool Fight against Nod, Ships (maybe driveable) and more

Toggle Spoiler

More and fatser Updates will come after my Exams (in 2 Days)

Subject: Re: First Map in 3D Studio Max
Posted by MGamer on Sun, 14 Jun 2009 18:56:18 GMT
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alpha blend + moar polys

also soft selection

Subject: Re: First Map in 3D Studio Max
Posted by mrÃ£Ã§Ä·z on Sun, 14 Jun 2009 19:05:55 GMT
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MGamer wrote on Sun, 14 June 2009 13:56alpha blend + moar polys

also soft selection
Yes will be included, Alpha blended Ways etc, more polys not needed
because i will try to add grass without eating much FPS

Buildings, spawnpoint will be added later and im working on some
little Gameplay Changes

Subject: Re: First Map in 3D Studio Max
Posted by YazooGang on Mon, 15 Jun 2009 02:18:51 GMT
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Dude, always use 3ds max, renx is shit.

Subject: Re: First Map in 3D Studio Max
Posted by Gen_Blacky on Mon, 15 Jun 2009 02:40:26 GMT
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RENX Is the best just because of the renx gamepack. If someone made the plugin work right for
3ds max i would use it.

Subject: Re: First Map in 3D Studio Max
Posted by CarrierII on Mon, 15 Jun 2009 15:55:54 GMT
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I came up with a way to do that, it's on renhelp.net, or at least it used to be. (The W3D import
plugin, anyhow)

This thing