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Subject: [Tutorial] Quite Easy Modeling

Posted by [woandre](#) on Wed, 14 Oct 2009 19:51:57 GMT

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So,  
you've always wanted to make a mod?  
But never could get used to renx or 3dstudio?  
Don't worry, there is now an easier way to create your model!

All the downloads/programs that are needed for this tutorial:

Sketchup (6): [Link](#)

WinRar: [Link](#)

FBX Converter: [Link](#)

Renx: [Link](#)

Gmax: [Link](#)

Note: Most names in programs are in dutch on the ss's,  
but I think they should be on the same place.

Note: You can't convert textures from Sketchup -> RenX, textures should be added on RenX  
sadly

Note: Remember it's always tricky to mod, because of the damage places etc, just know what you  
are doing in RenX

Step By Step:

I found a way to make a mod very easily.

The key is: Sketchup.

Sketchup is a Google program to make 3D-Models.

To download Google Sketchup,  
click [HERE](#)

To learn more about Google Sketchup,  
learn tutorials [HERE](#) (Highly Recommended)

Now you know the Sketchup Basics you can start create your mod.

Once you have created your mod,  
you have to Export your 3D-model as Google Earth 4 (\*.kmz).

File -> Export -> 3D-Model.

Toggle Spoiler

IMPORTANT: If you used Groups or Components, make sure you blew them up before exporting!  
Now, you search the file where you have saved it.

Select the file, Change Name, and change it to "TheNameYouGavelt".ZIP (Just put .ZIP after the  
file).

Select the file again, and go to Open With -> WinRar.

Get WinRar [HERE](#)

Toggle Spoiler

You will see a map called Models,  
in that map theres a file called "TheNameYouGavelt".dae

Export that file somewhere where you'd like to save it.

From here, you will need FBX Converter

(Because someone else had problems with the official download site before, I've uploaded the Converter as a WinRAR)

Download the FBX Converter [HERE](#)

The converter will be used to convert the .dae file to .fbx file, then convert the .fbx file to .3Ds file.

Startup the FbxConverterUI.

I will use SS's to show you how the converter works:

Toggle Spoiler

After that press [Remove all] on the left just to make it clear.

Toggle Spoiler

Okay so the model is now a 3ds file, we can import it into RenX.

RenX can be downloaded [HERE](#) (Some tools are included)

I believe you will need Gmax for this too,

Gmax can be downloaded [HERE](#)

Open up RenX, go to File -> Import and search the .3Ds file.

You will probably receive some error(s) but just click 'Ok' and click somewhere on the RenX screen, then you should see the model.

Toggle Spoiler

You should now have the model from sketchup, opened in renx.

Now you will probably notice that it looks 'abit' ugly (if you've used 'push' in Sketchup most probably..).

To solve this, select all (the objects you made in Sketchup), go to the tab (above) 'Modifiers' -> Mesh Editing -> Smooth

Toggle Spoiler

All you have to do now is put some textures on it and change to the right size, but that's depending on what you are going to make.

(I geuss you know how to....Not explaining in this tut anyway)

When everything it done,

simply Export it as a .W3D file in the Renegade Date.

Tip:

If you don't know names of w3d files,

you can download an other mod from someone else, thisway you will be able to see the name.

So for example, if I want to know the name for the pistol first person,

I'd download a mod from someone else of the Pistol,

I'll save it somewhere, and I can see what name it has.

For modeling tutorials:

Click

For more questions,

feel free to PM me.

I hope this will help everyone making mods

I found out this way myself

Edit: I've added something very useful to the tutorial,  
it's written in Orange.  
(A friend told me about the Smoothing)

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Subject: Re: [Tutorial] Quite Easy Modding  
Posted by [Tupolev TU-95 Bear](#) on Wed, 14 Oct 2009 20:15:03 GMT  
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nice tutorial should be stickied

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Subject: Re: [Tutorial] Quite Easy Modding  
Posted by [YazooGang](#) on Wed, 14 Oct 2009 21:23:10 GMT  
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Welcome to the forums! And very nice tutorial.

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Subject: Re: [Tutorial] Quite Easy Modding  
Posted by [ChewML](#) on Wed, 14 Oct 2009 23:49:16 GMT  
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I have no idea about modding, so this may sound like a dumb question...

Can this be used to make individual weapons?

I have always wanted to try, but am not good with the programs.

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Subject: Re: [Tutorial] Quite Easy Modding  
Posted by [HaTe](#) on Thu, 15 Oct 2009 01:04:10 GMT  
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Hi andre, nais tutorial man!

Subject: Re: [Tutorial] Quite Easy Modding  
Posted by [JeepRubi](#) on Thu, 15 Oct 2009 03:05:01 GMT  
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It's good in theory, but the models aren't going to be properly optimized for the game, and learning simple gmax isn't all that hard, you just need to know how to make a cube/plane, extrude, and weld, and you can make most things.

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Subject: Re: [Tutorial] Quite Easy Modding  
Posted by [Gen\\_Blacky](#) on Thu, 15 Oct 2009 06:58:34 GMT  
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JeepRubi wrote on Wed, 14 October 2009 22:05It's good in theory, but the models aren't going to be properly optimized for the game, and learning simple gmax isn't all that hard, you just need to know how to make a cube/plane, extrude, and weld, and you can make most things.

^

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Subject: Re: [Tutorial] Quite Easy Modding  
Posted by [ErroR](#) on Thu, 15 Oct 2009 12:52:31 GMT  
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Welcome and nice tutorial. I did this myself a few times, although with simple things. That is until i learned to extrude

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Subject: Re: [Tutorial] Quite Easy Modding  
Posted by [LeeumDee](#) on Thu, 15 Oct 2009 13:05:32 GMT  
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Is it me or do you mean "modeling"? Not modding...  
Modding can be anything, but this relates to modeling no?

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Subject: Re: [Tutorial] Quite Easy Modding  
Posted by [reborn](#) on Thu, 15 Oct 2009 13:08:38 GMT  
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Great topic, excellent considering it's your first post.

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Subject: Re: [Tutorial] Quite Easy Modding

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Posted by [ErroR](#) on Thu, 15 Oct 2009 13:24:19 GMT

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LeeumDee wrote on Thu, 15 October 2009 16:05: Is it me or do you mean "modeling"? Not modding...

Modding can be anything, but this relates to modeling no?

indeed

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Subject: Re: [Tutorial] Quite Easy Modding

Posted by [woandre](#) on Thu, 15 Oct 2009 14:45:35 GMT

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ErroR wrote on Thu, 15 October 2009 15:24: LeeumDee wrote on Thu, 15 October 2009 16:05: Is it me or do you mean "modeling"? Not modding...

Modding can be anything, but this relates to modeling no?

indeed

Lol sorry, yes i meant modeling, I've edit the message ^^

Gen\_Blacky wrote on Thu, 15 October 2009 08:58: JeepRubi wrote on Wed, 14 October 2009 22:05: It's good in theory, but the models aren't going to be properly optimized for the game, and learning simple gmax isn't all that hard, you just need to know how to make a cube/plane, extrude, and weld, and you can make most things.

^

I know it isn't the best thing,

but I really couldn't get used to renx.

And starting making models there is quite hard....That's my opinion tho...

This is just if you'd like to try make a model,

I'm not forcing anyone, or saying it is better.

goliath35 wrote on Wed, 14 October 2009 22:15: nice tutorial should be stickied

Yeah I think that would be great,

then people will see the topic faster.

Thanks for the support everyone

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Subject: Re: [Tutorial] Quite Easy Modeling

Posted by [wubwub](#) on Fri, 16 Oct 2009 00:08:12 GMT

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I find if you practice u will be good at renx/3ds max

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Subject: Re: [Tutorial] Quite Easy Modeling  
Posted by [ChewML](#) on Fri, 16 Oct 2009 01:24:27 GMT  
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I'll ask this way... Is this process easy enough for an idiot like me to make guns?

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Subject: Re: [Tutorial] Quite Easy Modeling  
Posted by [zunnie](#) on Fri, 16 Oct 2009 01:36:24 GMT  
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You should consider submitting the tutorial on RenegadeHelp.net :  
<http://renegadehelp.net/index.php?act=submit>

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Subject: Re: [Tutorial] Quite Easy Modeling  
Posted by [LeeumDee](#) on Fri, 16 Oct 2009 09:01:11 GMT  
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Chew wrote on Fri, 16 October 2009 02:24: I'll ask this way... Is this process easy enough for an idiot like me to make guns?

In theory, yes.

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Subject: Re: [Tutorial] Quite Easy Modeling  
Posted by [woandre](#) on Sun, 18 Oct 2009 08:48:23 GMT  
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Chew wrote on Fri, 16 October 2009 03:24: I'll ask this way... Is this process easy enough for an idiot like me to make guns?

Yes, the modeling of a gun shouldn't be too hard,  
if you know how Sketchup works..

I think the Weapon-Hand-Positions and texturing it will take you some time tho...

@ WubWub  
By the time I've learned gmax,  
I could've made like 3 mods in sketchup already,  
if you know what I mean^^

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Subject: Re: [Tutorial] Quite Easy Modeling

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Posted by [SSIDJTHED](#) on Fri, 23 Oct 2009 23:25:58 GMT

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Dude, this has to be a sticky, this is the best Renegade Tutorial ive seen, you got to put that on renegade.net!

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Subject: Re: [Tutorial] Quite Easy Modeling

Posted by [IronWarrior](#) on Sat, 24 Oct 2009 04:06:18 GMT

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Dude, you should get this added to RenegadeHelp.NET

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Subject: Re: [Tutorial] Quite Easy Modeling

Posted by [Tupolev TU-95 Bear](#) on Sat, 24 Oct 2009 20:22:34 GMT

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yay its stickied

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Subject: Re: [Tutorial] Quite Easy Modeling

Posted by [woandre](#) on Sun, 25 Oct 2009 11:51:30 GMT

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IronWarrior wrote on Sat, 24 October 2009 06:06Dude, you should get this added to RenegadeHelp.NET

Done:

<http://www.renegadehelp.net/index.php?act=tutorial&id=8743>

goliath35 wrote on Sat, 24 October 2009 22:22yay its stickied  
Lol yeah.

Thanks again for sticky it

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