Subject: A question for ppl that have 3ds max
Posted by Havoc 89 on Mon, 18 Aug 2003 04:34:14 GMT
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ok i made a model. and i exported it to 3ds so i can import to gmax.

i did that and than i had some problems with the model. ok first problem. some objects were messed up. 2nd, all the objects were changed to editable mesh, i dont want that. and last, i couldnt smoothen them. i used the smooth tool but it looked like everthing wasnt smooth.

can someone help me out?

please i need some help.

Subject: A question for ppl that have 3ds max
Posted by pulverizer on Mon, 18 Aug 2003 08:38:33 GMT
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I use 3ds too, but I don't have any problems when I import a model in renX.

Subject: A question for ppl that have 3ds max
Posted by Cebt on Mon, 18 Aug 2003 09:27:03 GMT
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the thing about em being screwed up is because of the pivot if it is not aligned to world they sometimes get screwed up

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Subject: Re: A question for ppl that have 3ds max
Posted by Sir Phoenixx on Mon, 18 Aug 2003 12:22:43 GMT
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1. Exporting to .3ds from 3dsmax is screwed up, you have to export to a format like .dxf and than use something else to convert that to .3ds (That's what I do, I export to .dxf, and use a small DOS command line program to convert to .3ds, than it opens perfectly (Except I think it reverts object

names back to defaults.). If you want I can send you the converter that I use.
2. Smooth tool works correctly, It's just that you don't know how to use it. If you want it flat shaded (Which is should be if you want to render it to show off, since it shows the detail and not that lame and mostly incorrect shading.), just select your object and click on the Smooth tool. If you want it to smooth the object, select the object and click on the Smooth tool and select a Smoothing Group, just click the "1" button and it will give it that shading. (Oh, did I mention that flat shaded is better?)

Subject: Re: A question for ppl that have 3ds max
Posted by Havoc 89 on Mon, 18 Aug 2003 16:17:22 GMT
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Sir PhoenixxHavoc 89ok i made a model. and i exported it to 3ds so i can import to gmax.

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oh... can u send me the converter please. and yes i do use flat shadering.

EDIT: my e-mail is in the sigs.

Subject: A question for ppl that have 3ds max
Posted by xSeth2k2x on Mon, 18 Aug 2003 17:00:20 GMT
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can i have it to

sethj503@hotmail.com

Subject: A question for ppl that have 3ds max
Posted by Sir Phoenixx on Mon, 18 Aug 2003 20:07:16 GMT
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You're welcome!

Subject: A question for ppl that have 3ds max
Posted by Havoc 89 on Tue, 19 Aug 2003 05:59:27 GMT
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Sir Pheonixx i have a problem. ok i made .uvw files for each object. and skinned the model in 3ds max, after i sed the tool to export to .3ds and imported into gmax, the objects nolonger had the Unwrap thing so i made one and loaded the .uvw file but it didnt work. it stayed the same.

EDIT: I want to put this in gmax so i can put it in renegade. but the UVW unwrap messed up. its like there was no changes in the .uvw file and that i never made it a flatten thing... sorry im not good at explaining.

Subject: A question for ppl that have 3ds max
Posted by Sir Phoenixx on Tue, 19 Aug 2003 12:19:34 GMT
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Exporting doesn't keep the smoothing, it reverts it back to the default (smooth).

Just model it in 3dsmax and do the uvw/skinning/boning/whatever in gmax.

Subject: A question for ppl that have 3ds max
Posted by Havoc 89 on Tue, 19 Aug 2003 17:05:26 GMT
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I HAVE TO SKIN IT AGAIN!!!

er.... that sux.

Subject: A question for ppl that have 3ds max
Posted by Sir Phoenixx on Wed, 20 Aug 2003 01:43:23 GMT
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I HAVE TO SKIN IT AGAIN!!!

er.... that sux.

Just the UVW mapping...

Subject: A question for ppl that have 3ds max
Posted by Skier222 on Wed, 20 Aug 2003 03:06:56 GMT
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just to clraify, Smooth is different for Mesh Smooth

this just might be my defaults or somthin
Mesh Smooth- makes all of the surfaces nice and round, so its "smooth"
Smooth- shows all the polys, flat and rigged

again this might just be me or somthin

Subject: A question for ppl that have 3ds max
Posted by Havoc 89 on Wed, 20 Aug 2003 04:56:13 GMT
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the UVW in gmax... but when i made a uvw unwrap thing for an object, and clicked on select face or something like that i forgot. and than selected some faces to re position their vertices, but when i clicked on edit, the vertices wernt selected. and yea... know what the problem is?

Subject: A question for ppl that have 3ds max
Posted by Sir Phoenixx on Wed, 20 Aug 2003 12:25:32 GMT
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Skier222just to clraify, Smooth is different for Mesh Smooth

this just might be my defaults or somthin
Mesh Smooth- makes all of the surfaces nice and round, so its "smooth"
Smooth- shows all the polys, flat and rigged

again this might just be me or somthin

Mesh Smooth and Smooth are two completely different things. Mesh Smooth makes an object more rounded. Smooth doesn't do anything more than change how the object is rendered. Without any Smoothing Groups selected it renders the object flat shaded.

Havoc 89the UVW in gmax... but when i made a uvw unwrap thing for an object, and clicked on select face or something like that i forgot. and than selected some faces to re position their vertices, but when i clicked on edit, the vertices wernt selected. and yea... know what the problem is?

Um, could you repeat that, in English?

Subject: A question for ppl that have 3ds max
Posted by Skier222 on Wed, 20 Aug 2003 13:19:18 GMT
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thats english, but i really dont get wht ur talkin bout

just select the vertices again, is it that hard?

and wht does that have to do with export/import?

Subject: A question for ppl that have 3ds max
Posted by Sir Phoenixx on Wed, 20 Aug 2003 13:26:16 GMT

Skier222and wht does that have to do with export/import?

Everything.

The thread was originally about his .3ds screwing up when he exported to it from 3dsmax. Now that he can export to it correctly, the file isn't keeping the uvw/skin information (That's at least what I think he's saying.).

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Subject: A question for ppl that have 3ds max
Posted by Skier222 on Wed, 20 Aug 2003 13:34:12 GMT

oh ok, i forgot about the skin problem.

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