
Subject: I don't know how you guys do it.
Posted by [flyingfox](#) on Tue, 31 May 2005 23:59:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is about the fifth time I've tried following some tutorials and making something decent in renX. Every single time, without fail, something gets in the way, whether it be the ultra shitty camera system in renX, with its non working zoom button and inability to control the circular rotate thing, or the tutorials themselves, which always start out well but BAM! suddenly they jump to something you didn't know, and you're completely halted in your progress. It's like people don't even think about their readers when making tutorials. Somerhino's terrain tutorial is supposed to be beginner level, but it's hard as fuck. I have barely used Gmax because it's just so complicated. don't get me wrong I could follow the tutorial if people just didn't skip out bits, and properly helped you with the bits that are obviously going to be complicated to a GMAX newbie. You try using your common sense to comprehend the hard bits but patience wears thin. I tried that extruding thing and basically the camera system made it really hard to align the extrudes with each other. it's also hard to select the edges because you need to move the camera about fifty times. Not only that but if you want to resize an extrude side the program seems to think you want to create another. Then you try moving the wireframe lines and everything just messes up and looks worse than my hair when I wake up. Ugh. I really want to learn but the tutorials on renhelp just don't.....help.

Subject: I don't know how you guys do it.
Posted by [icedog90](#) on Wed, 01 Jun 2005 00:10:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

I made a good tutorial, you could try it. Here:
http://www.cloudyonestudios.com/modules.php?name=Downloads&d_op=getit&lid=7

It's very old, like at least a year old, so don't point out mistakes that I never make now.

It's a lot like the official one, but I remade it to make it a lot more understanding since the Westwood one never made sense to me.

Also, just to let you know, you will always move the camera 4723894728 times when modeling. When I model weapons I have to CONSTANTLY move it. It's something you just can't get annoyed by or else you will never like to model.

Subject: I don't know how you guys do it.
Posted by [Halo38](#) on Wed, 01 Jun 2005 00:55:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Took me a year to get to grips with gmax (and that was just the basic functions)

You really have to change the way you think if you want to learn 3D it's not as simple as "click here to create wall" I got started with 3D here i'd say it's is a good place to learn (if you have patience).

If it's only your 5th time working with 3D do something easier, first things i made were a GDI and Nod gaurd tower it taught me alot about materials and geometry creation. So start with some easy stuff and progress how about a bunker thats always a good start (try learning how to use the 'extrude tool' and all the other tools in the 'edit mesh' modifier it will help you alot).

good luck

Subject: I don't know how you guys do it.
Posted by [Cyber030](#) on Wed, 01 Jun 2005 02:04:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, I am even more a newbie at Gmax than him. As a matter of fact, I would be lucky to even make a box in gmax.

Subject: I don't know how you guys do it.
Posted by [Majiin Vegeta](#) on Wed, 01 Jun 2005 12:22:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

i gave up reading tuts nobody explains what each tool does and there is always something missing and your stuck thinking what to do next

Subject: I don't know how you guys do it.
Posted by [Blazea58](#) on Wed, 01 Jun 2005 14:31:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

My question really would be, if you wanted to learn the program wouldnt you think just trying everything would help you learn, rather then wasting hours on end reading tutorials that don't explain what your aiming for.

I didnt read a single tutorial for mapping and i just started from nothing and got better in time, learnt new things etc, then when i already was experienced i started to read extra tutorials to find things i hadn't learnt yet.

If you people really wanted to learn you have to do the effort of atleast trying to use the program regardless if you can or cant make a box etc just experiement and within time you will find ways around all your problems.

As halo said you cant just click "wall goes here" you gotta think outside the box lol

Subject: I don't know how you guys do it.
Posted by [Spice](#) on Wed, 01 Jun 2005 21:50:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Majiin Vegetai gave up reading tuts nobody explains what each tool does and there is always something missing and your stuck thinking what to do next

<http://www.renegadeforums.com/viewtopic.php?t=12043>

I explained what a lot of things do in that tutorial.

Subject: Re: I don't know how you guys do it.
Posted by [Mick](#) on Thu, 02 Jun 2005 12:37:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Getting to grips with the basics can be hard, but once you get familiar with the tools and the interface you should be okay.

Subject: Re: I don't know how you guys do it.
Posted by [Staude](#) on Thu, 02 Jun 2005 13:03:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

when i learned it... i used 2 tuts instead of one.. and the things missing from both i figured out lol...altho i still cant place buildings >_>..

Subject: Re: I don't know how you guys do it.
Posted by [laeubi](#) on Fri, 03 Jun 2005 09:55:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

A Tutorial is something that guides you through a special case of something.
Its not made to explain yo how to move your mouse, use your brain, use logical sense.

Ok, You can write: Goto the Top click on Files, click Save As choose a filename that fits the filenamerestrictions of your used OS (look at your OS Manual to find out details about file naming restrictions) and click save.

Or you can write: Save your work under a new filename

I really can't accept all the whining about "tutorial is not good enough"... maybe your not good enough for the tuorial eh??

as Blazea58 already said: You need to TRY OUT!!!

I even marked the tutorials on Renhelp.co.uk with a rating what tells you how hard is will be to do this (thats not related how hard its maybe to follow the tutorial).

If I rate the Weapon Tutorial with 4 or 5 stars, I do this for a special reason, because it is even for

good modders hard to do/understand, if someone tries to follows this who even don't know what a bone is, what could he expect to archive?

Its even unfair for the Author that spends alot of hours writing tutorials in there often spare free time just so other can easier learn it.

I for my self started at a time where there where literally no tutorial, except of one or two, and it has cost me endless hours to find out everything, but I don't complained about it. If you don't want to put some effort into it JUST DON'T START MODDING!

If anyone think he can write a better tutorial, he is free to submit it!!!!

I might write a "Beginners Guide for RenX/Gmax" but I have absolute no interest to waste another 2 or 3 hours (and Webspace) for people just coming here and whining!

Subject: Re: I don't know how you guys do it.
Posted by [Sir Phoenixx](#) on Fri, 03 Jun 2005 14:17:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

I learned how to model almost entirely by playing around with 3d Studio MAX, and trying out different tools, etc. If there was something new I needed to learn, like UVW mapping, I used a tutorial, and played around to learn more, and to find the best/easiest way to do it. I've only had to read a few kinds of tutorials, almost all of them were for UVW mapping.

Subject: Re: I don't know how you guys do it.
Posted by [flyingfox](#) on Fri, 03 Jun 2005 17:29:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok, so if you learned by playing around with it, why don't you just remove everything you have on renhelp and have this one message on the front page: "Here's how to mod, download the stuff and play about with it till you get it".

Tutorials are there to TEACH YOU. if a tutorial MISSES OUT SOMETHING ESSENTIAL TO THE TUTORIAL then it is useless. Why host tutorials when you don't believe they'll help much? why write tutorials when you can't explain things properly? that's no excuse; a school teacher would get the sack if he couldn't teach properly.

I know this takes a long time to get the hang of but nobody should write tutorials if they feel that what they are writing is so obvious it doesn't need to be explained. that's the tone coming off of somerhino's tutorial because he gets to the extruding part and just summarises things into something he'd understand, but.....

you know what, fuck it.

Subject:

Posted by [laeubi](#) on Mon, 06 Jun 2005 12:18:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

a) School teachers get paid

b) no one forces you to read a tutorial

c) In School you have to learn some things for your own, no one will teach you over and over again how to add 2 Numbers, you learn it in the first class and then every teacher assumes you have learned it.

So if you don't can follow a tutorial because it tells you things you don't know, and you really WANT to learn/understand then repeat first class the 4th 5th 6th or 10th time, if you haven't learned the basics yet.

And why I don't remove them? Simply. There are people around who try to learn and learn from them instead of blame other people for their own inability to learn

Subject: Re: I don't know how you guys do it.

Posted by [Cyber030](#) on Mon, 06 Jun 2005 12:39:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well, I have been taking bits and parts from different tutorials, and I am sorta coming to doing the basics. Although that tutorial in renhelp made by somerhino says it is pure beginner, and yet I can't find a thing he is talking about. Mine never looks like his, well, at least the part where his is grid and mine is colored. Could someone add to that tutorial by somerhino and put in the necessary locations to everything for me?

Subject: Re: I don't know how you guys do it.

Posted by [flyingfox](#) on Tue, 07 Jun 2005 19:49:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:inability to learn

Not present here

this is what I've got so far. I know it looks shoddy, well it IS shoddy, but at least the little passage doesn't have gaps and can be walked through.

might be a good time to ask...

How do you make the vertices into triangular ones and not squares?

where do you find the view "smooth" + highlights? Looked about 10 solid minutes for this...

Subject: Re: I don't know how you guys do it.
Posted by [Sir Phoenixx](#) on Tue, 07 Jun 2005 20:10:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:How do you make the vertices into triangular ones and not squares?
You mean how to edit the triangles instead of the square polygons? On the right toolbar, when you go into editable mesh, there's a row of buttons with red images on them, vertices, edges, faces, polygons, object. Select the edit faces button, and you can select and manipulate the individual faces.

Quote:where do you find the view "smooth" + highlights? Looked about 10 solid minutes for this...
Right click on a viewport label (Top left corner of each viewport, "Right", "Front", "Top", etc.), and select the top option "Smooth + Highlights". You can go back to "Wireframe", or go into "Other" and choose a different view.

Subject: Re: I don't know how you guys do it.
Posted by [flyingfox](#) on Wed, 08 Jun 2005 23:46:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

BIG HELP THANKS.

although for the first one I really meant how do you get the terrain to be in triangular segments? Mine is rectangular and there doesn't seem to be a way to change it except creating "triangles" out of the rectangles.

Subject: Re: I don't know how you guys do it.
Posted by [Blazea58](#) on Thu, 09 Jun 2005 10:06:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

flyingfox wrote on Wed, 08 June 2005 19:46BIG HELP THANKS.

although for the first one I really meant how do you get the terrain to be in triangular segments? Mine is rectangular and there doesn't seem to be a way to change it except creating "triangles" out of the rectangles.

well these are just different ways to display the properties of the polygon since no matter what it takes 2 triangles to fill up one box.

Just hit Edit, Object properties , Then in the Display Properties tab on the left of this window, uncheck the Edges only and hit ok

Subject: Re: I don't know how you guys do it.
Posted by [flyingfox](#) on Thu, 09 Jun 2005 15:42:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

that's brilliant.

see, if this had just been included in the tutorial there would be no need to ask!

Subject: Re: I don't know how you guys do it.
Posted by [buzzard](#) on Fri, 17 Jun 2005 22:32:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

wow, u really know how to start a conversation and end it suddenly.

Subject: Re: I don't know how you guys do it.
Posted by [bigwig992](#) on Sat, 18 Jun 2005 03:13:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

I happen to think SomeRhino's terrain tutorial is a great way to start to learn modeling . Err, I started to right one a long time ago, but only got through the editable mesh and interface.

Anywho, here's what I had done, hopefully it'll help somebody out learning some of the basics.

<http://www.direignmods.com/Bigwig/gmaxtut/gmaxtut/jan6gmaxtut.html>

Subject: Re: I don't know how you guys do it.
Posted by [Lijitsu](#) on Sat, 18 Jun 2005 07:42:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

flyingfox wrote on Tue, 07 June 2005 15:49

How the hell did you do that? I can only get them damn blocks! It was fun to run around in my level that looked pretty much like Alice in Wonderland.

Subject: Re: I don't know how you guys do it.
Posted by [Jaspah](#) on Sat, 18 Jun 2005 12:55:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

buzzard wrote on Fri, 17 June 2005 18:32wow, u really know how to start a conversation and end it suddenly.

Wow, you really know how to bump a topic and get flamed suddenly.

Subject: Re: I don't know how you guys do it.
Posted by [Jokah](#) on Sat, 18 Jun 2005 16:34:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

I really don't get it either. I wan't to be good at these things, because it's fun doing it.

Subject: Re: I don't know how you guys do it.
Posted by [cowmisfit](#) on Mon, 20 Jun 2005 02:12:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

icedog90 wrote on Tue, 31 May 2005 19:10I made a good tutorial, you could try it. Here:
http://www.cloudyonestudios.com/modules.php?name=Downloads∓d_op=getit&lid=7

It's very old, like at least a year old, so don't point out mistakes that I never make now.

It's a lot like the official one, but I remade it to make it a lot more understanding since the Westwood one never made sense to me.

Also, just to let you know, you will always move the camera 4723894728 times when modeling. When I model weapons I have to CONSTANTLY move it. It's something you just can't get annoyed by or else you will never like to model.

Dude, if thats the same one from CNCVIRUS, its at LEAST 2 years old, and then some

Subject: Re: I don't know how you guys do it.
Posted by [icedog90](#) on Mon, 20 Jun 2005 20:53:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Even though this was bumped...

God damn flyingfox, your attitude is more than half of the reason why you're having so much trouble. The tutorials aren't that screwed up, I eventually figured out most of them by reading them over and over again, and I only had actual problems with maybe two of the ones I've read.

EDIT: But it looks like your problem was finally solved.

Subject: Re: I don't know how you guys do it.
Posted by [flyingfox](#) on Tue, 05 Jul 2005 00:31:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

that's right. And it would have been solved fifty times quicker had these tutorial writers put their mind on the tutorial and not the chick they're seeing later that night. Missing things out is the HEIGHT of lazyness. Now you might say "but the tutorial is free, why complain" well, why write the tutorial if it's going to suck and be fragmented with bits and pieces of assumed knowledge.

The reason you had hardly any problems is because you're already well familiar with renX. See it's easy to say a tutorial doesn't have problems when you know the ins and outs of the program yourself.

Subject: Re: I don't know how you guys do it.
Posted by [icedog90](#) on Tue, 05 Jul 2005 06:24:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Actually, when I first used the tutorials I had NO familiarity with RenX/Gmax, 3dsmax, or any other 3D program out there.
