Subject: I need help in 3ds
Posted by GrayWolf on Fri, 15 Jun 2007 03:23:50 GMT
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Is there a way to take a model that has lets say 13 textures on it and turn them all into 1 texture that is mapped in the places they were already on the model.

I have a character model but every part has its own texture. Like the hands have there own texture the eyes have their own ...ect
The model is 1 piece and all the textures are in the correct spots.
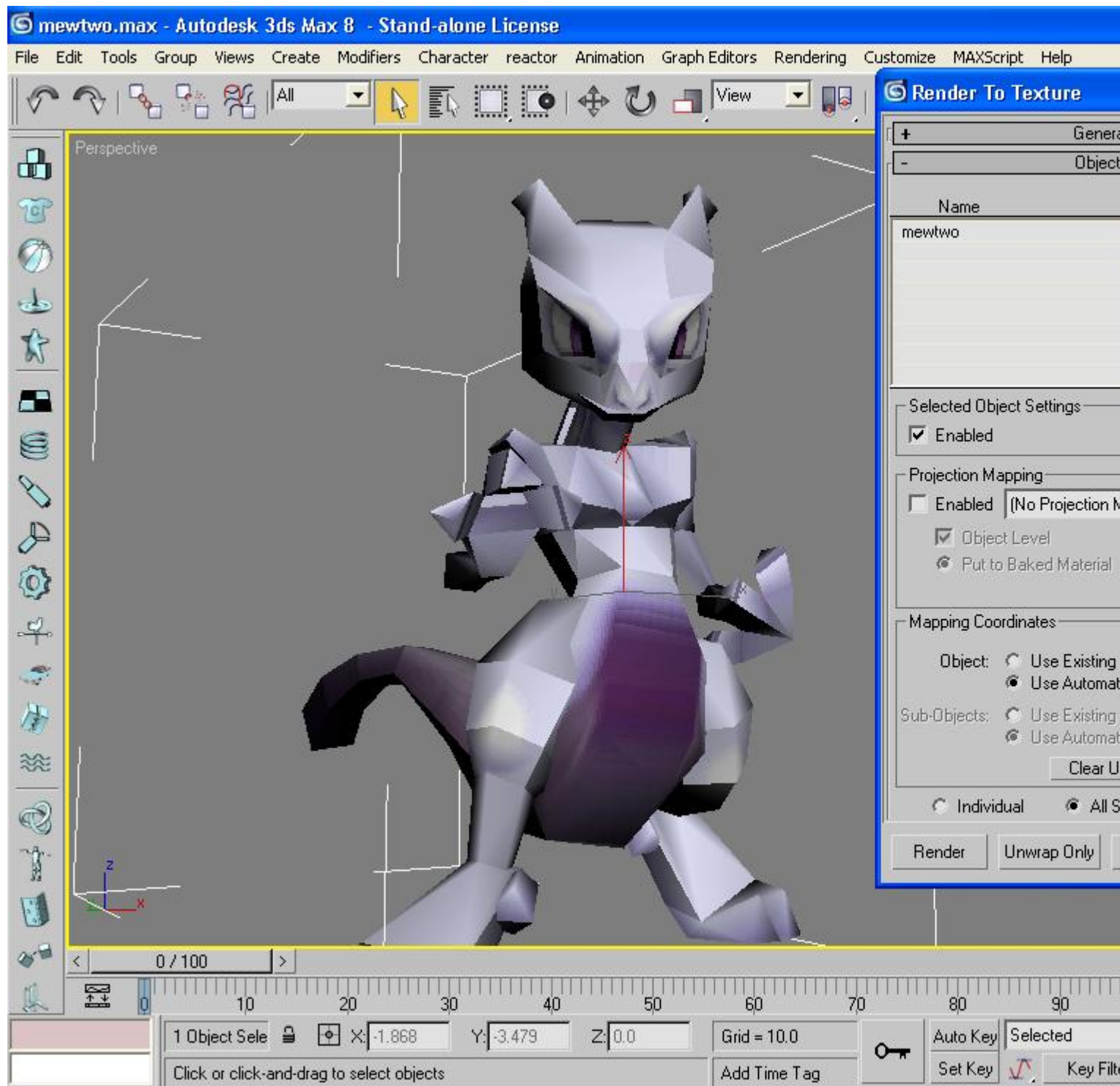
I tryed the render to texture but it only makes a texture of what im looking at... or it textures the whole model but the textures get really blurry. I tryed a bigger size for the out put but still the same, all blurry.
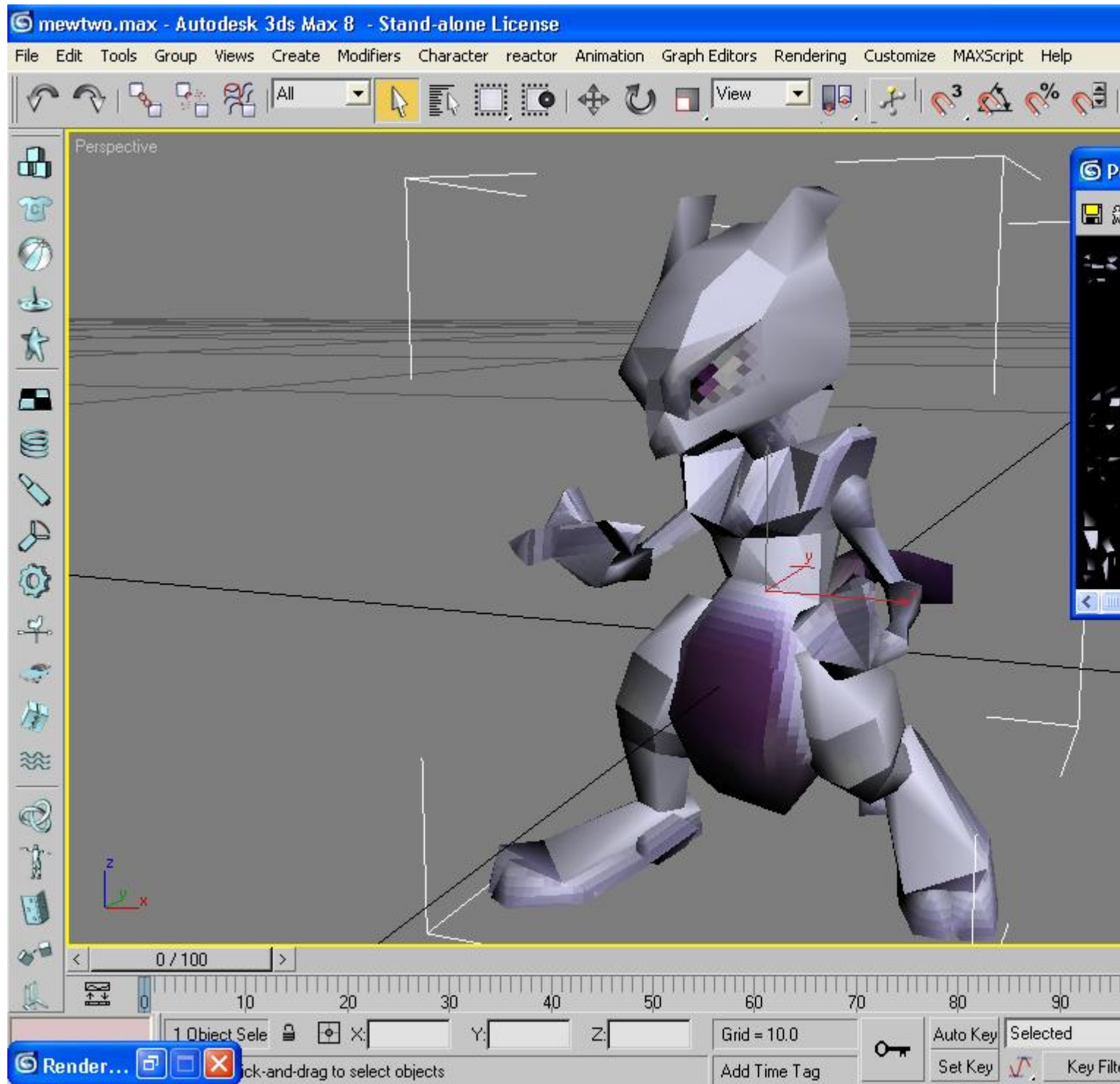
File Attachments
1) bbfore.JPG, downloaded 344 times
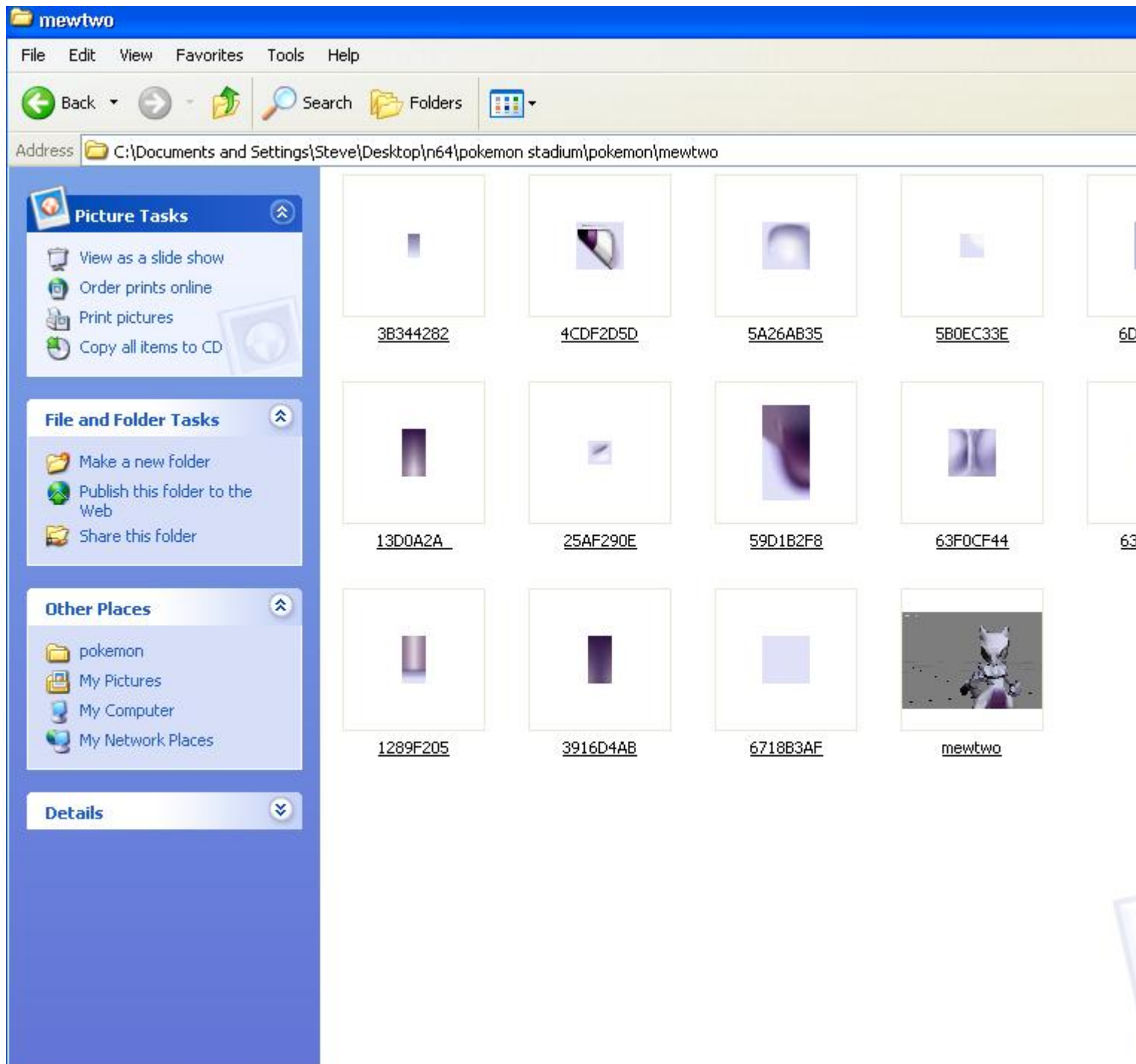
2) before.JPG, downloaded 333 times

3) after.JPG, downloaded 329 times

The source is blurry, those n64 textures were nice and tiny.

Subject: Re: I need help in 3ds
Posted by Viking on Fri, 15 Jun 2007 03:34:32 GMT
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OMG NINTENDO 64!!!!!!!!!!!!

Subject: Re: I need help in 3ds
Posted by GrayWolf on Fri, 15 Jun 2007 05:20:45 GMT
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Oblivion165 wrote on Thu, 14 June 2007 22:27The source is blurry, those n64 textures were nice and tiny.

Is there something I can do to fix it? I made the source 5x bigger but it still gets blurry.

It looks good before I combine the textures why does it look like shit after?

Subject: Re: I need help in 3ds
Posted by Doitle on Fri, 15 Jun 2007 05:35:59 GMT
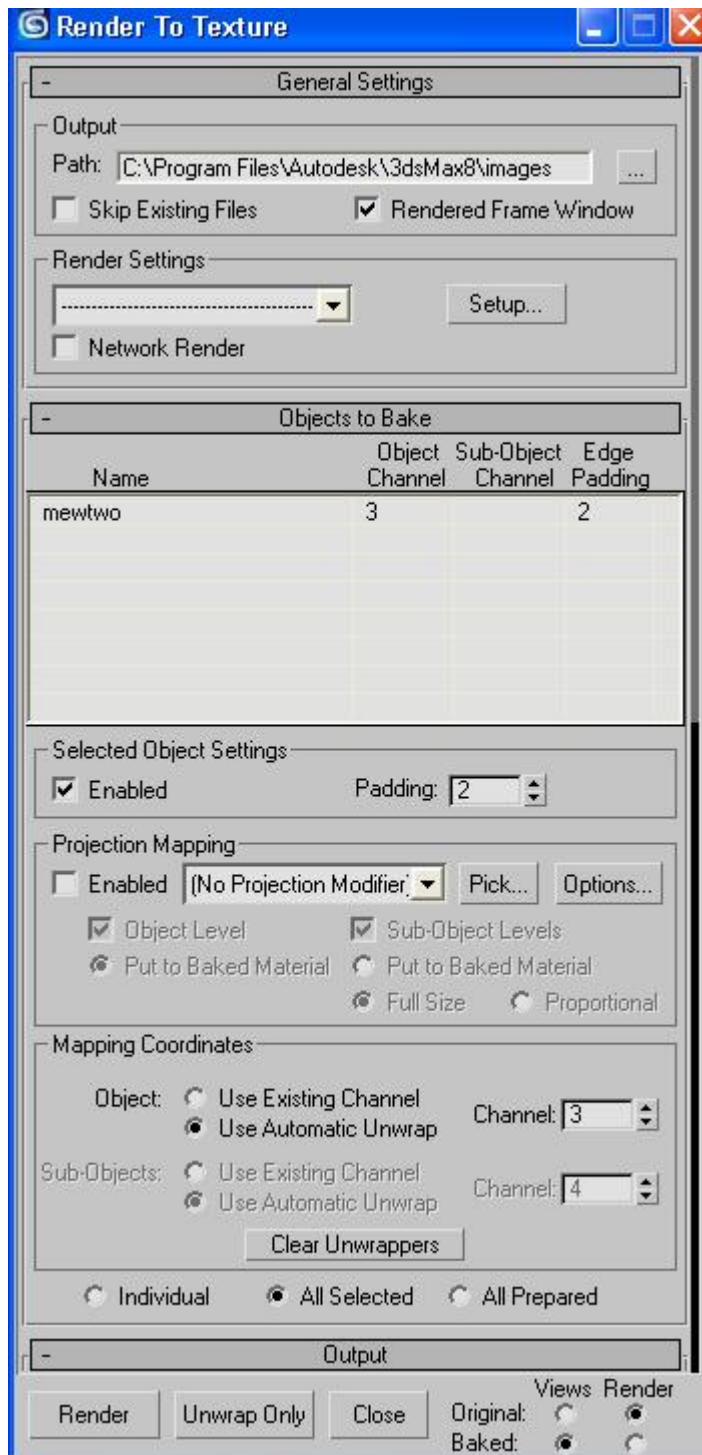View Forum Message <> Reply to Message

Hmm... Take pictures of all the options for the Bake and maybe we can figure something out. It's gotta be a settings problem.

Subject: Re: I need help in 3ds
Posted by GrayWolf on Fri, 15 Jun 2007 05:53:31 GMT
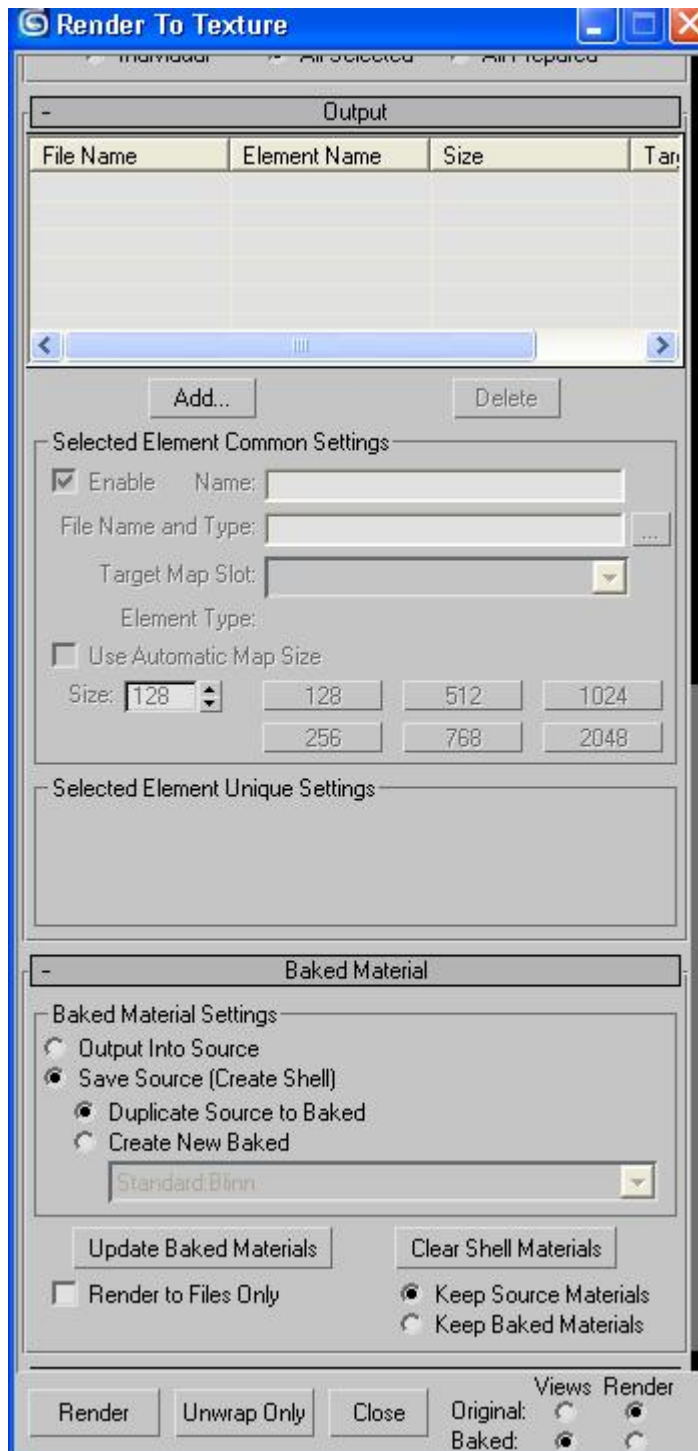View Forum Message <> Reply to Message

Wonder if its got something to do with automatic map size? I messed with the scale but still no luck.
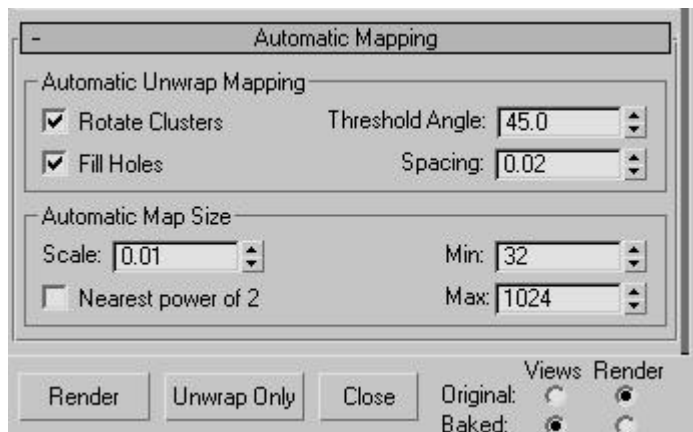
File Attachments
1) 1.JPG, downloaded 247 times

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2) 2.JPG, downloaded 245 times

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3) 3.JPG, downloaded 246 times

Subject: Re: I need help in 3ds
Posted by Doitle on Fri, 15 Jun 2007 06:39:40 GMT
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Set the minimum map size to 256 or a larger number. I would set it to just 4096 min, 4096 max right now to see if that helps anything.

Subject: Re: I need help in 3ds
Posted by GrayWolf on Fri, 15 Jun 2007 07:06:08 GMT
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Doitle wrote on Fri, 15 June 2007 01:39Set the minimum map size to 256 or a larger number. I would set it to just 4096 min, 4096 max right now to see if that helps anything.

No that dosen't help it.

Subject: Re: I need help in 3ds
Posted by Doitle on Fri, 15 Jun 2007 07:09:55 GMT
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Try to get those settings under the Elements to un-gray. Maybe selecting the model or clicking add... will do something. At any rate, it's set to 128 right now. If you can find a way to modify that value then perhaps you cans elect a larger size like 512 or 1024. 128x128 is a really small texture. That could explain your problems.

Subject: Re: I need help in 3ds
Posted by GrayWolf on Fri, 15 Jun 2007 07:24:54 GMT

Doitle wrote on Fri, 15 June 2007 02:09Try to get those settings under the Elements to un-gray. Maybe selecting the model or clicking add... will do something. At any rate, it's set to 128 right now. If you can find a way to modify that value then perhaps you cans elect a larger size like 512 or 1024. 128x128 is a really small texture. That could explain your problems.

Well after I add the model the setting becomes available. This picture is before I add the model. I'll just keep messing with everything till i get it or till i go crazy.

Subject: Re: I need help in 3ds
Posted by GrayWolf on Fri, 15 Jun 2007 07:44:23 GMT

I got it.   The reason it looks so shitty is because for some reason thats the way it looks in 3ds and in gmax... but after its rendered in 3ds max or renegade it looks like it should. Ok thanks for your help guys.