
Subject: Scaling models

Posted by [Altzan](#) on Fri, 17 Oct 2008 17:40:47 GMT

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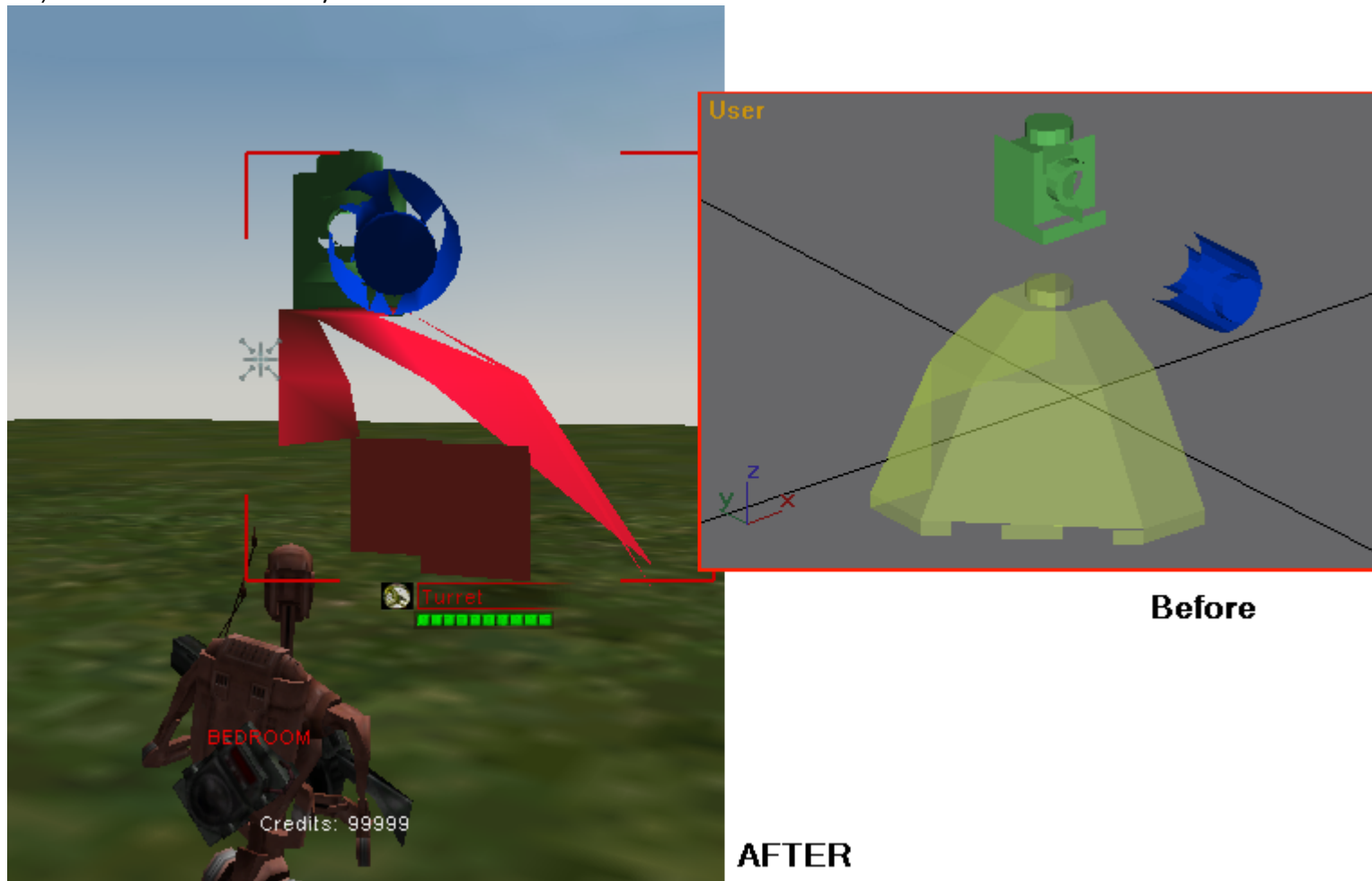
Is there a way to take a model (in gmax) and make it bigger to the appropriate size for the game without destroying its quality? I got a nice model but it was impossibly small so I scaled it to bigger size, but the model quality dropped like a rock... in fact, some parts just disappeared and there were holes everywhere.

I realize this model is already crappy but I tried scaling another perfectly good model and got similar results.

Also to those who are thinking "WTF IS THAT" this is just a test before I go to something bigger. Good thing too...

File Attachments

1) [untitled.PNG](#), downloaded 550 times



Subject: Re: Scaling models

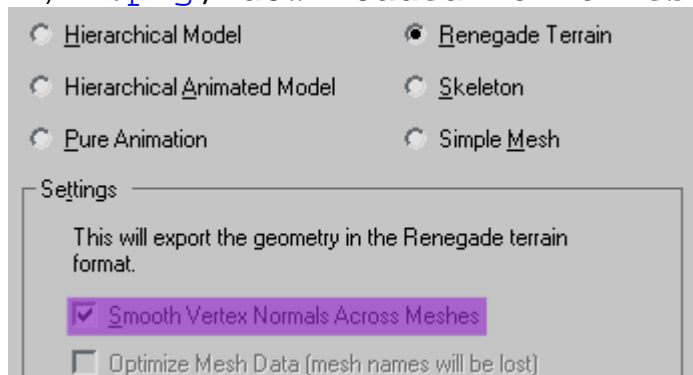
Posted by [Mauler](#) on Fri, 17 Oct 2008 17:48:45 GMT

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Well i had this problem before. Try unselecting the Option "Smooth Across Normal Meshes" before export it should work, it did for me.

File Attachments

1) [1.png](#), downloaded 481 times



Subject: Re: Scaling models

Posted by [Altzan](#) on Fri, 17 Oct 2008 18:27:47 GMT

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No, wait... it looks crappy even before I scaled it.

OK, I'll be up front. I'm using a program called LeoCad which is like Gmax but with Lego blocks (yes. virtual lego blocks). It can export models to 3ds format which I imported into gmax. Is importing the problem? Should I just use 3ds max? I wouldn't know where to get it though...

Subject: Re: Scaling models

Posted by [Mauler](#) on Fri, 17 Oct 2008 18:31:06 GMT

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Oops you are using Gmax... well i would suggest using Gmax/renx Only....

EDIT** there's probably something amiss when exporting from your said program...and there is ways of getting Max for free but i will leave that to you since this forum does not accept link to such material..

Subject: Re: Scaling models
Posted by [mrŁŒŒz](#) on Fri, 17 Oct 2008 19:33:56 GMT
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3DS MAX FTW

Subject: Re: Scaling models
Posted by [Altzan](#) on Fri, 17 Oct 2008 20:39:25 GMT
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But isn't Renx needed to rig up a turret? I'd still have to export and probably screw it up again.

I'll probably have to pass on 3ds for now anyway.

I'll figure something out.

Subject: Re: Scaling models
Posted by [Mauler](#) on Fri, 17 Oct 2008 20:43:52 GMT
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Max/Renx/Gmax, are all used to model/bone, and texture objects for Renegade...doesn't really matter which one you choose. All can do the the same thing with the Renegade Gamepack

Subject: Re: Scaling models
Posted by [Altzan](#) on Fri, 17 Oct 2008 21:21:15 GMT
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Yeah, it must be LeoCad. I'm tempted to upload one in 3ds and letting someone look at it, see if it's screwed up, but I don't think it's worth it. I'm now attempting to use basic skills in gmax to make my own turrets. Wish me luck

Subject: Re: Scaling models
Posted by [Veyrdite](#) on Sat, 18 Oct 2008 04:37:01 GMT
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Those seem like backfaces, so try ticking the W3D export option '2Side' for all of your meshes before exporting them.

Subject: Re: Scaling models
Posted by [Altzan](#) on Sat, 18 Oct 2008 14:53:58 GMT

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Actually, it probably is the other program because, like I said, it already looks this bad when i import it into gmax. I do not believe exporting is the problem.

Subject: Re: Scaling models
Posted by [ErroR](#) on Sat, 18 Oct 2008 15:19:41 GMT
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when u import a w3d most like it has back face cull 0.o

Subject: Re: Scaling models
Posted by [Altzan](#) on Sat, 18 Oct 2008 18:38:17 GMT
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ErroR wrote on Sat, 18 October 2008 10:19when u import a w3d most like it has back face cull 0.o

not w3d, it was a 3ds file

Subject: Re: Scaling models
Posted by [ErroR](#) on Sat, 18 Oct 2008 18:45:47 GMT
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hmm i don't know maybe upload the file so we see what can we do?

Subject: Re: Scaling models
Posted by [Altzan](#) on Sat, 18 Oct 2008 22:21:43 GMT
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Thanks, but I decided not to pursue the thing.

Still, Lego buildings would be cool
