
Subject: [Tutorial]Add moving effects and bone a character

Posted by [Di3HardNL](#) on Mon, 23 Nov 2009 20:48:47 GMT

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

****IF YOU JUST WANT THIS REPLACEMENT SCROLL DOWN TO MY 2ND POST TO DOWNLOAD****

I made this on request. This explains how to add texture effects to a character in RenX. You will also learn how to bone a character.

If you don't understand this tutorial properly, you can download the final product and Gmax scene in the attachment.

GL.

If you use the same w3d importer as me follow these steps (You can download file in attachment)

Picture 1

-Open Renx

-Follow steps of the picture above, 1- Go to hammer press Maxscript -> Run script -> select the w3d importer.

Before you open a character you must load the skeleton first(step 4). For male characters select s_a_human.w3d. For female s_b_human.w3d.

Then load the actual character model you want to edit.

-Open the right file, this one is for the nod sniper. (c_nod_sniper_l0.w3d - first export this file from XCCMixer)

Picture 2

-Delete everything except for the character meshes. So delete everything except Helmet_0 and Sniper_0

Picture 3

-Re-apply the original texture (c_nod_sniper.dds) ** First open the .dds file in any photo editing program and save it as .TGA. Otherwise you can't apply it in RenX.**

-Now we are going to add the moving effect (stealth effect) to this character.

Open stealth_effect.dds in your photo editing program. Edit this file the way you want.

Save as .TGA (Don't name it stealth_effect but something else)

To apply this to your character use the same settings as mine:

- 2 Passes
Picture 4

Pass 1
Vertex Material:
Picture 5

Shader: Don't have to change anything here
Textures: Set the character texture as stage 0 texture.

Pass 2
Vertex Material:
Picture 6

Shader: Set blend mode as 'Add'

Textures: Set the moving effect (Stealth effect) as stage 0 texture.

You can position the texture for the moving effect (if you have UV 2 selected in material settings) by selecting BOTH meshes and then click 'Modifiers' -> 'UV Coordinates' -> UVW Map. In the right side at the MODIFY tab you can see some numbers. I suggest simply click on 'box' MAKE SURE MAP CHANNEL = 2 (Because UV = 2 in material settings)

Picture UWVSHIT

Now the character is done, only we will have to re BONE it again.

In Renx go to 'File' -> 'Merge' and open the Male.gmax scene. (Located in Renegadepublictools folder -> 'HowTo' -> Characters.
I also attached that file to this post.

Picture 7

Press 'H' and delete the following files:

- *body_0 (this is the body file for the havoc which you imported with male.gmax)
- *head (head file for havoc)
- *Boundingbox.

Now select the mesh Sniper_0
Press the 'bind to spacewarp' button
Picture 8

Now click and hold on the mesh Sniper_0 and release the mouse when you are on the bonething.

Picture 9

Notice the right menu now (go there by clicking on the blue button on the right, the 'modify' tab.

Now select the 'select object' button, and select ALL those blue dots. Just click and hold mouse over the character to select them all.

NEXT POST CONTINUES

Subject: Re: [Tutorial]Add moving effects and bone a character

Posted by [Di3HardNL](#) on Mon, 23 Nov 2009 20:49:53 GMT

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

Picture10

When you selected them all press the 'Auto-link' button on the right menu.

When you did that select the Helmet_0 mesh and do the same thing as we did for the Sniper_0 mesh. (Where we started 'bind to spacewarp')

BUT after you selected all the blue dots don't click on Auto-link, but on 'link to bone' Now press 'H' and select c_head and click on 'pick'

Now your character is all set and done to EXPORT it.

Go to File -> Export and save it in your renegade DATA as c_ag_nod_sniper.w3d

'export using skeleton' Here you must select s_a_human.w3d

Picture 11

END RESULT + FILES IN ATTACHMENT

File Attachments

1) [Stealth BlackHand - Gmax Scene - W3d Importer - Di3HardNL.rar](#), downloaded 221 times

Subject: Re: [Tutorial]Add moving effects and bone a character
Posted by [ErroR](#) on Mon, 23 Nov 2009 20:51:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice, so that guy won't be needing my help any more

Subject: Re: [Tutorial]Add moving effects and bone a character
Posted by [Omar007](#) on Mon, 23 Nov 2009 20:56:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very good tutorial

Subject: Re: [Tutorial]Add moving effects and bone a character
Posted by [argathol3](#) on Mon, 23 Nov 2009 21:17:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

hm glad someone took the initiative to help out with figuring out all this nonsense thank you di3

Subject: Re: [Tutorial]Add moving effects and bone a character
Posted by [GoTTeM](#) on Sat, 28 Nov 2009 15:34:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

meh the tutorial is a bit confusing in the end.... but it looks good !
