
Subject: Want some modelling humour at someone else's expense?

Posted by [Commando no. 448](#) on Wed, 23 Apr 2003 21:16:11 GMT

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This morning I spent 6:05 to 7:15 modelling something. Now it was a very box like object and I figured out this, what I thought was great, idea for doing it. Making a plane and folding it into the shape like a net. What a bad idea it was. As I worked at it into shape, looking over the help file desperately, trying to find ways to bend the plane the way I want it began to have visual errors which made the work harder. Eventually, I began trying to merely shape it into a long box rather than the odd shape I first intended. I spent about a half the time trying to make a box. Guess what, I failed. Shutting down the computer and storming off to listen to music and trying to relax the solution hit me. I was trying to make a box, and the easiest way would be the one right in front of me. Use the object creation tool! Argh!

Lesson learnt, step back and look at what you are doing more often. And use objects and shape them rather than shape objects from a plane.

Learn from my lapse of stupidity, and laugh and make fun of it so I never do such a stupid thing again.

Subject: Re: Want some modelling humour at someone else's expense?

Posted by [Sir Phoenixx](#) on Wed, 23 Apr 2003 21:20:09 GMT

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Wait, why the hell were you trying to make a box out of a plane? Why not make a box out of hmmm, a box maybe? lol...

The box is like the first button, how did you manage to try to use the plane to do a box?

Subject: Want some modelling humour at someone else's expense?

Posted by [snipefrag](#) on Thu, 24 Apr 2003 11:18:46 GMT

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With all due respect thats hilarious.

Nice to see some other people can make a right fool of themselfe besides me, one stupid thing i

testing if i liked the texture and you know sometimes when you export something to level edit it just doesnt load.... that happened so i am having to go threw every geometry etc to see if i can find the problem....

One more stupid thing i did a while ago was when i was really really tierd i booleaned a plane to put a tunnel through it and forgot i can convert it back to a editable mesh ! i was sitting there scratching my head for like ten minutes thinking HhMmmmMMm where have the funny little blue blobs gone

We all make stupid mistakes it just so happened that yours was really stupid j/k

Subject: Want some modelling humour at someone else's expense?

Posted by [Sir Phoenixx](#) on Thu, 24 Apr 2003 12:24:18 GMT

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Lol... Funny little blue blobs? Yes, who stole the vertices?!?!

Subject: Want some modelling humour at someone else's expense?

Posted by [JRPereira](#) on Thu, 24 Apr 2003 15:18:29 GMT

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How to make a box out of a plane
(images pending)

- By Justin Pereira

This tutorial explains how to make a box out of a plane. While it's not that difficult to do, there are a few key steps that early modelers may not be aware of.

-Step 1-

First, you'll need to create plane (from the "Top" view in 3dsm/gmax/renX) with 3 length and 4 width segments. Make sure the length is 3 and the width is 4 (you can scale this model up or down later). You may have to click your way to the modify panel to do this. To find the modify panel, look on the right side of 3dsm/gmax/renX, and click the tab with an image that looks like a bended tube.

-Step 2-

In the modify panel, rightclick the "Plane" in the listing and click "Editable Mesh" under the "Convert to:" list.

-Step 3-

You'll now see that "Plane" has changed to "Editable Mesh". To the left of that, there should be a black box with a plus sign in it. Click that. You'll see a list of sub-object modes (vertex, edge, face, polygon, element). Click "Polygon".

-Step 4-

You should now be able to select the polys on your model. Hold CTRL and click on the following polys (think of it was a grid going 1-3 across the length, and A-D across the width):

1A
1C
1D

3A
3C
3D

You should end up with what looks like a cross, containing 6 unselected polys (the rest being selected). Press your delete key, and click "Yes" to "Delete isolated Vertices?".

-Step 5-

Now you should be left with the 6 polys (that were unselected) that you'll need to create the box. In the modify panel, in your Editable Mesh, click "Vertex" to enter the Vertex sub-object mode. Hold CTRL and select all of the vertexes with the exception of the 4 innermost ones at the intersection of the cross.

-Step 6-

On the top list of tools, you should see one that looks like an arrow bent into an arc. To the left of that should be a tool that looks like intersecting arrows. Click the tool that looks like the intersecting arrows (select and move). Move the vertexes up (about the same distance up as they are from the 4 center vertexes), using either the left, right, front, or back view.

-Step 7-

In the front/back and side views, you should have lines connecting the vertices that are at an angle. Move the connected vertices towards the center so the vertices connected by the angled lines are now connected by lines pointing straight up.

-Step 8-

Now you should just be left with the top of the box and the lid sticking straight out. Move the vertices for the outer end of the top of the box inward so it covers the box and completes that shape.

-Step 9-

To weld the box shut, look in the options for the vertex sub-object mode for "Target", under "Weld". Click that button, and drag the vertices from the lid to the appropriate vertices on the box to close it.

-Step 10-

Now, you'll notice the faces for the box are mostly facing inward. The easiest way to do this is to create a material that's two-sided, so both sides have a surface. In 3D Studio Max, press "M" to bring up the materials window. Select your box (while not in any sub-object modes - just select the "Editable Mesh" text above the sub-object modes).

-Step 11-

Select a material from the materials list (it's probably empty so just choose the topleft material), and click the button that looks like a blue sphere pointing to a white cube. You'll see that your box turns the color of the material you chose.

-Step 12-

Under "Shader basic parameters" in the material editor window, click the checkbox for "2-Sided". Your box should now look solid. Good job!

Subject: Want some modelling humour at someone else's expense?

Posted by [JRPereira](#) on Thu, 24 Apr 2003 17:42:11 GMT

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See below for the finished product plus a little texturing and uvw map:

Subject: Want some modelling humour at someone else's expense?

Posted by [maytridy](#) on Thu, 24 Apr 2003 18:31:34 GMT

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You're kidding, you didn't make that box from a plane, right?

lol, that was a pretty dumb thing to do, Commando no. 448.

Subject: Want some modelling humour at someone else's expense?

Posted by [JRPereira](#) on Thu, 24 Apr 2003 19:34:42 GMT

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I didn't, but I could've!

Subject: Want some modelling humour at someone else's expense?

Posted by [maytridy](#) on Thu, 24 Apr 2003 20:28:38 GMT

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lol

Subject: Want some modelling humour at someone else's expense?

Posted by [Sir Phoenixx](#) on Thu, 24 Apr 2003 21:21:16 GMT

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No, here's how to make a box starting with a plane...

1. Select 'Plane' from the menu...
2. Go into the top viewport, drag and let go, it creates ti.
3. Select the Plane, now hit the delete button.
4. Select 'Box' from the menu...
5. Go into the top viewport, drag it to create the width/height, let go, and move the mouse down to create the depth, click.

5 Easy steps on how to create a box, starting with a plane.

(Ya must be really stupid if ya can't create a box from a plane...)

Subject: Want some modelling humour at someone else's expense?

Posted by [MoDMaNiA](#) on Thu, 24 Apr 2003 23:54:47 GMT

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or! you could just make a 4 by 4 plane, 1 by 1, and convert to editable mesh. select it with polygon tinger. and go down to extrude and extrude by four!!!!!! and then you have a 4 by 4 by 4 box.

Subject: Want some modelling humour at someone else's expense?

Posted by [JRPereira](#) on Fri, 25 Apr 2003 00:57:36 GMT

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lol I should've thought of that before I got that folded paper idea

Subject: Want some modelling humour at someone else's expense?

Posted by [maytridy](#) on Fri, 25 Apr 2003 01:42:35 GMT

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Hahaha

:lol::lol:

Subject: Want some modelling humour at someone else's expense?

Posted by [maytridy](#) on Fri, 25 Apr 2003 01:44:06 GMT

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Holy crap. That is so cool. There is no smiley limit!!!

Subject: Want some modelling humour at someone else's expense?

Posted by [Sir Phoenixx](#) on Fri, 25 Apr 2003 02:06:39 GMT

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Lol... Don't give them a reason to add one.
