



RU-Net GTA Game Portal
Created in 2004 year

Article:

«Modeling of the weapon»

Introduction

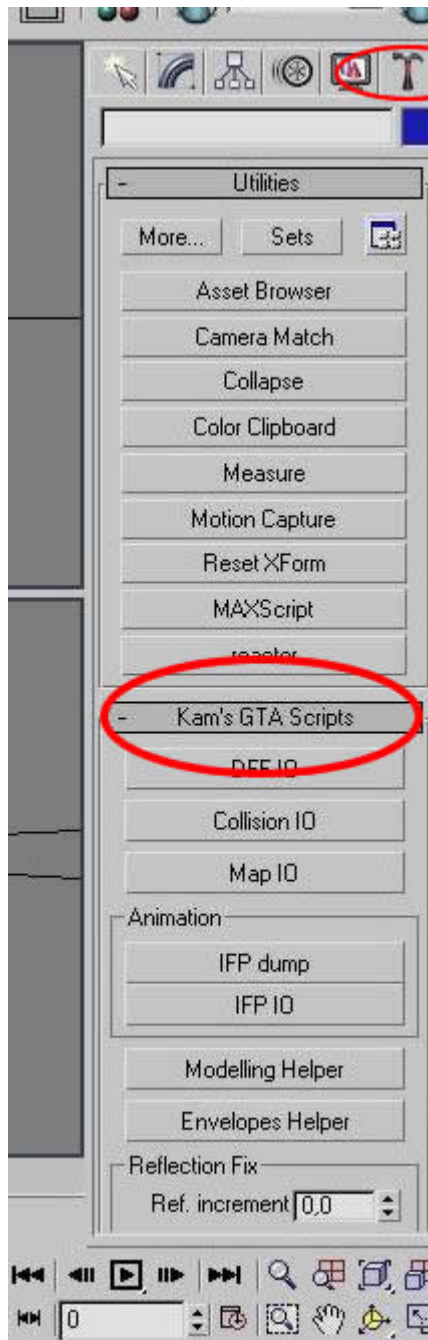
Hi! In this lesson I shall learn you to model the weapon for GTA in 3DS Maks. Having mastered you can to create these receptions, certainly, not only the weapon, but also many others object since the main principle does not interesting not only to beginners, but also to people which have already 3DS Maks.

Article

For the beginning it is necessary to be special Plugins for 3DS Maks, which it is possible download on our site in section of “Useful Programs” . Some parts enter into a plug-in : DFF , COL , MAP , and actually , IFP. It will be the best way to use for creation of animation on 3DS Maks above 6 version. I use 8.

After you download plug-ins, it is necessary to establish them. Unpack somewhere files, then go in a folder with the established package 3DS Maks – Folder “ script”. In a folder “Scripts” copy a folder “GTA_ Tools” from archive . In a folder “Startup” copy files from a folder “startup” archive. Plug-ins are established

Start 3DS Maks .After start we get in "Utilities" (In the right block a badge of a hammer) . We look . There should be one standard subgroup “Utilities” and new “Kam`s GTA Scripts”

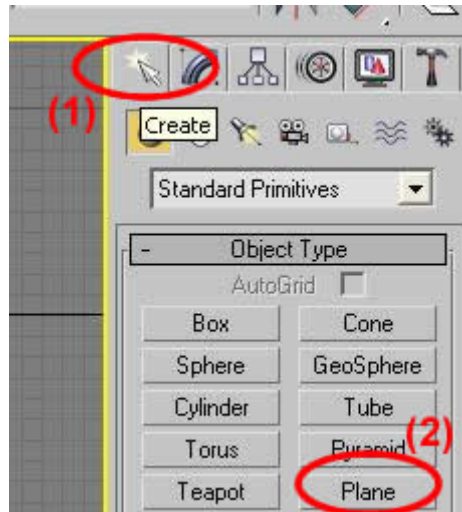


Now Plug-ins are installed, and it is possible to start modeling the weapon.

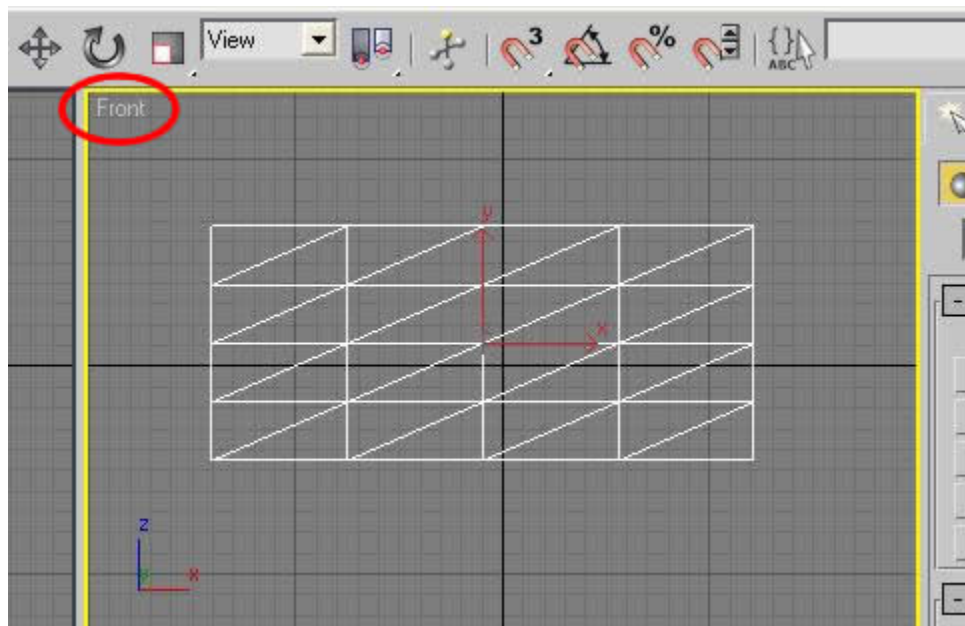
For a lesson I have chosen model of average complexity not so simply but also not a complex. Spanish carbine – DENIX:



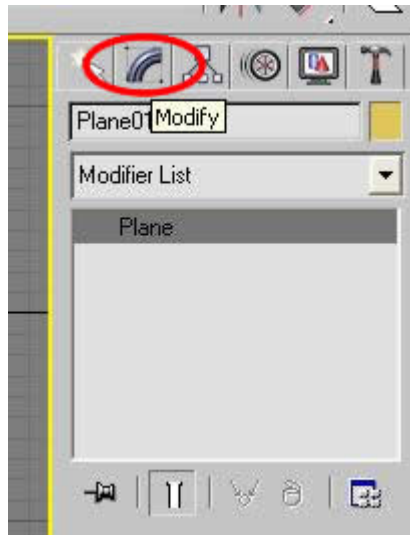
Certainly, there are many ways to make this carbine, but I, for the beginning, have chosen the most simple – we shall outline a contour of figure and we shall receive a Pattern of a gun. **Do not overlook to keep the document periodically!** For this purpose go in 3DS Max(Further simply “Max “ in “Create” an choose object “Plane”



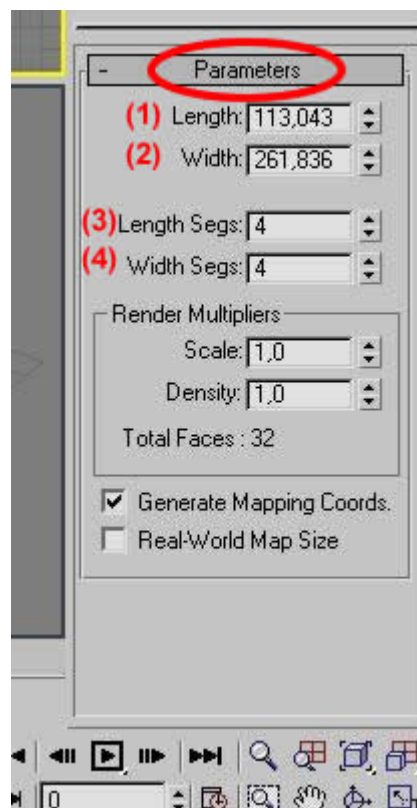
Create a simple plane as in front “Front”:



We Have created a plane on which hardly we shall put a structure later and will lead round on her a contour of a detail. For now it is necessary later to adjust scale a little. At the suggested picture the sizes the following : 700px at width and 128px in height. But such big size to do unessentially , and it is not convenient. Go in “ Modify “ .



Also turn the look hardly below, on a “Parameters”:

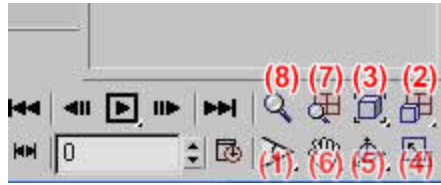


We only should adjust the sizes and properties of a plane , that we have created . For this purpose type in the column of leight “Leght” (1) value 22,and in the column of width “Width” (2) 100. Why these figures? And it is very simple.We shall take and shall male scale 1:7 for what we shall divide the sizes of a picture on 7 .

Now we shall remove superfluous sectors “Segments”.In columns (Leght/Width – Leghts Segs/Width Segs) you see equally set numbers – 4.Replace both numbers on 1. It quite will suffice.

Our detail began less , according to her it is necessary to approach.Now I shall make small deviation to explain to absolute beginners some useful functions 3DS Max , to not come back to this again . Listen in both ears, in general .

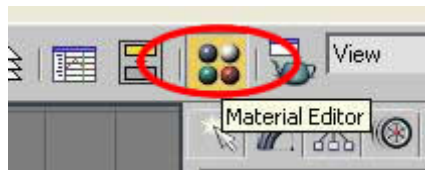
Look at the small panel from below on the right :



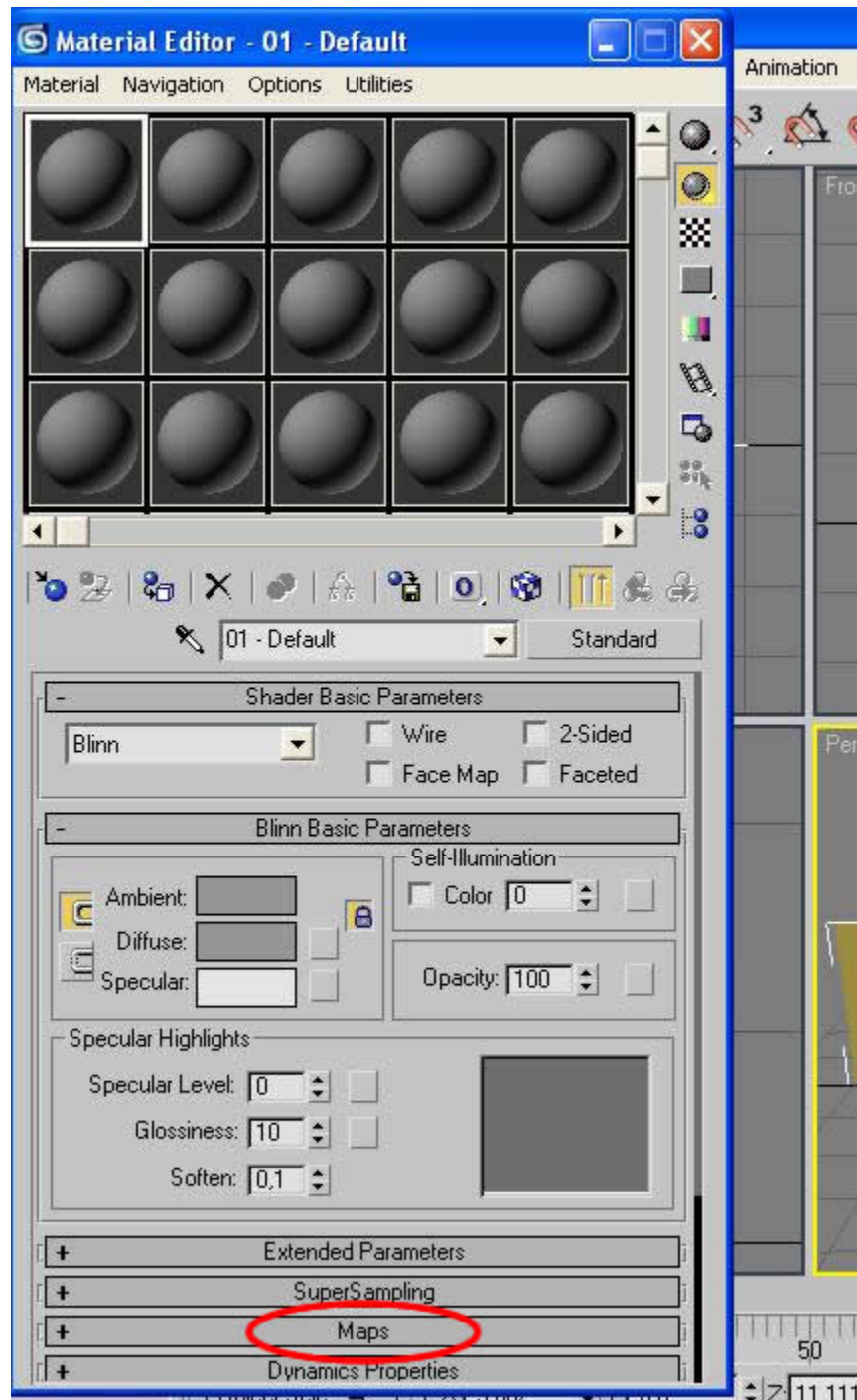
- 1) – With the help of this tool it is possible to approach a kind or to postpone him, without problems seeing all parts of a detail .Somethimes it happens , that , simply twisting a wheel of the mouse it is possible to pass a detail “through”.And wish the help pf this tool - is not present.But he works only in the long term “Respective”.
- 2) - It is the tool allows to return on the initial place all kinds at once (it happens so,that urgently it is necessary to return a kind to look all detail.)
- 3) – The Tool “ Zoom Extents “ makes the same , but onle with one kind.
- 4) – Is a function of maximization of a kind.If you should study in detail the creation press this button.
- 5) – “Arc Rotate” allows to twist all kinds, but to use I advise him only in long term,on an extreme case, in the user kind “User”.The some people by mistake and on ignorance start to twisr a detail about the axis what to not eat well.
- 6) – «Hand» “Pan View” allows to move millet the kind chosen you , for convenient viewing.But instead og him there is more simple way-pressing of the average button of the mouse.The same effect.
- 7) - Having clamped the left button of the mouse in any kind and moving the mouse , you can remove on equal distance all kinds , for more convenient viewing.
- 8) – “Zoom” carries out the same function , as the previous tool , but only for one any kind.

Let’s continue.Press “Zoom Extents All” and kinds will come nearer.

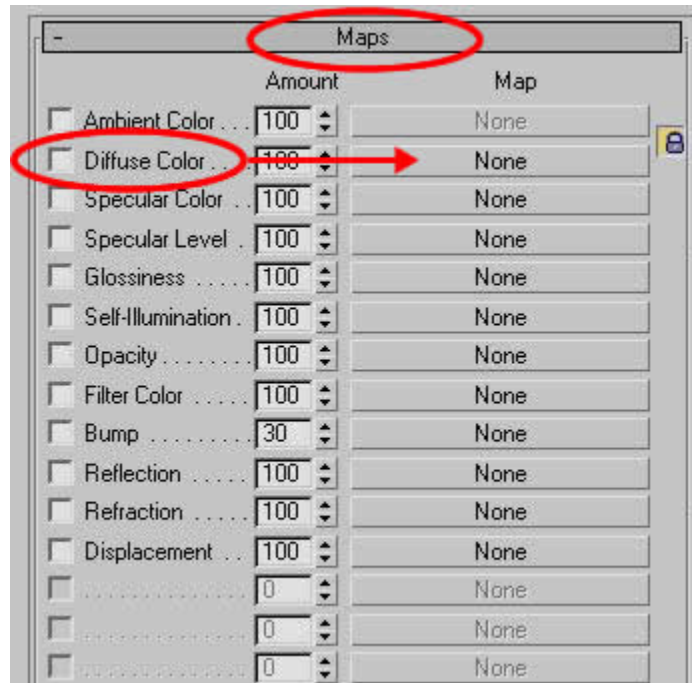
Go in “Material Editor” :



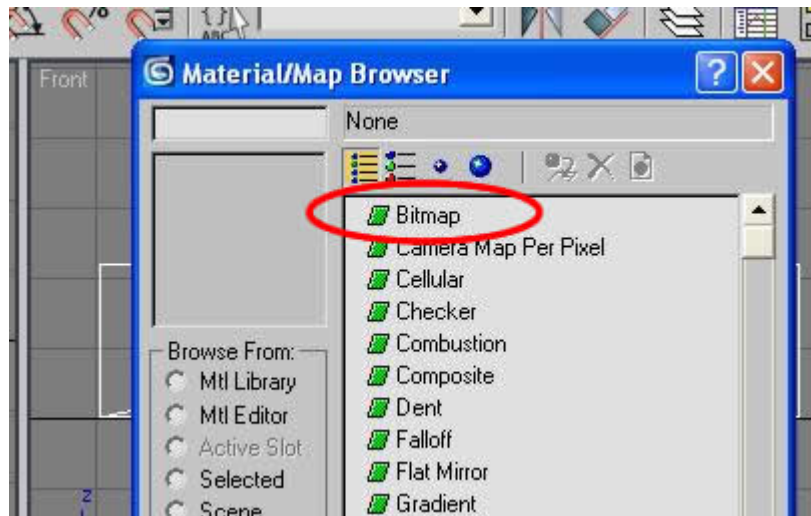
Here we shall put a structure of our carbine on a plane.Having opened him , at you the window will get out , go in “Maps” .



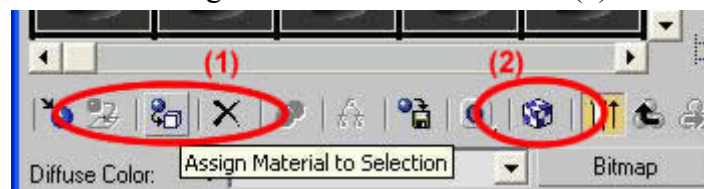
The subitem in which choose will get out “Diffuse Color” .



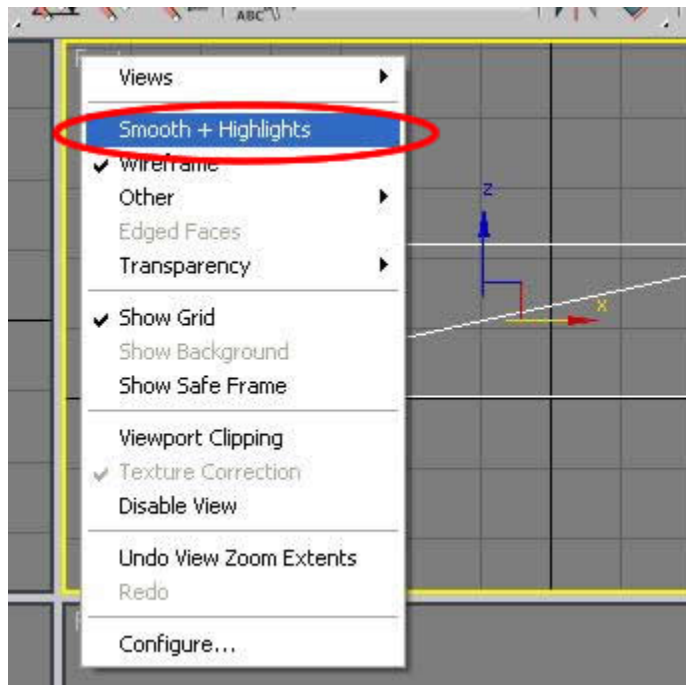
Press near to him “None” then the new point where you should choose “Bitmap” will open :



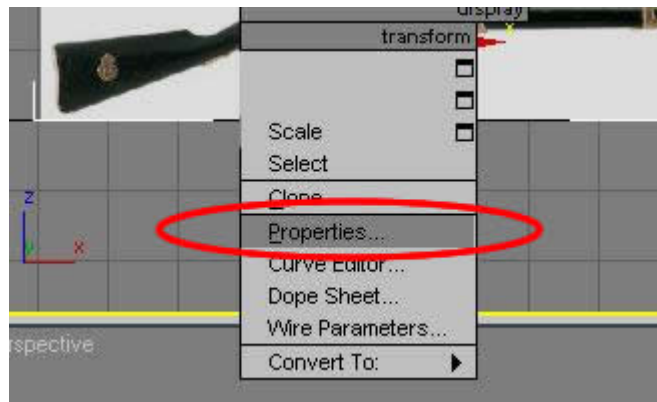
In the opened window choose a structure of our carbine and press “To Open “. Then choose the mouse our plane in any kind and press the following button in “Material Editor (1) :



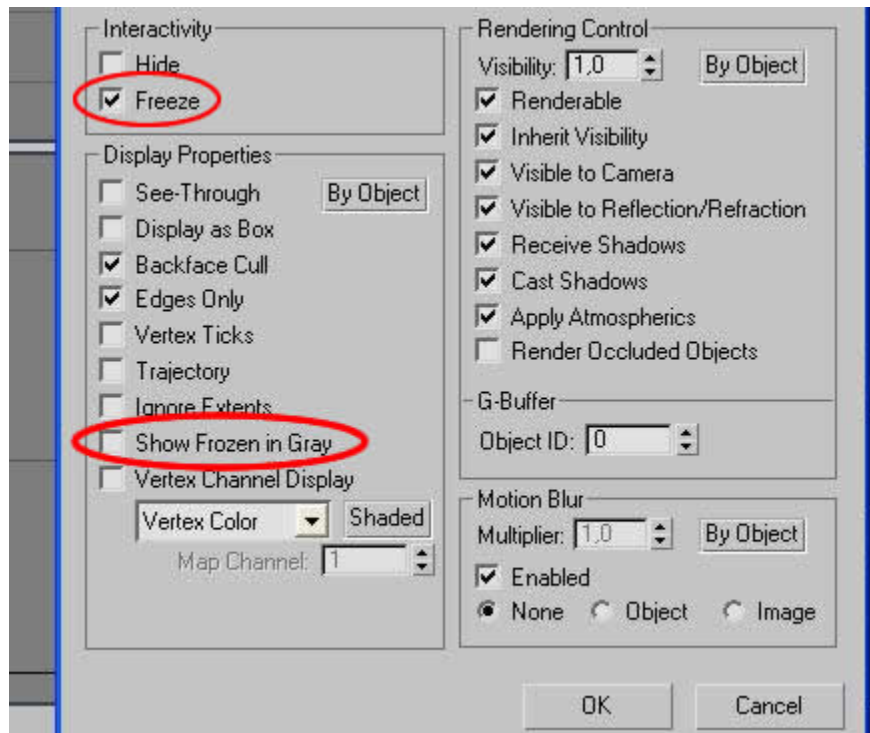
It will apply our struvture on a plane. After that press “cube” (2) that a material it was visible as. Now as in font “Front” press the right button of the mouse and choose “Smooth + Highlights” .



Now a structure it is visible as in front. Guide the mouse on a plane and press the right button of the mouse and choose item “ Properties” :



Let`s adjust a pair of parameters and “it`s in the bag” – it will be possible to start modeling . Put a tick on “Freeze” , and remove with “Show Frozen in Gray “ and press OK :

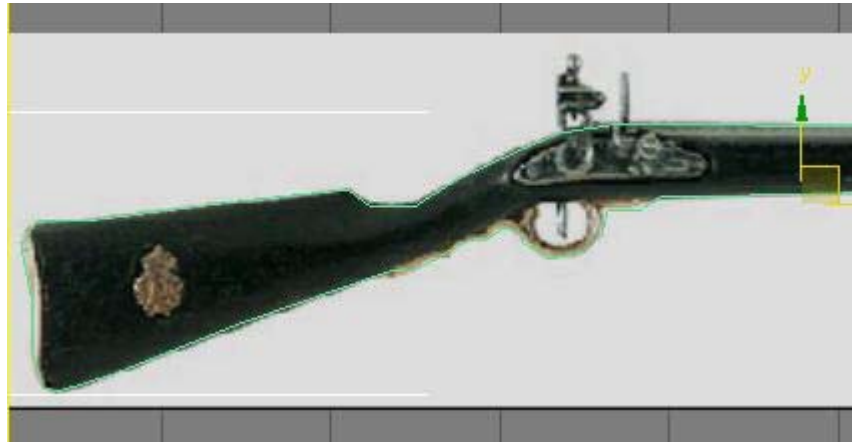


Now our detail “is as though frozen” also we shall not touch her during modeling. Thats All. Now it is possible to make “Gun”.

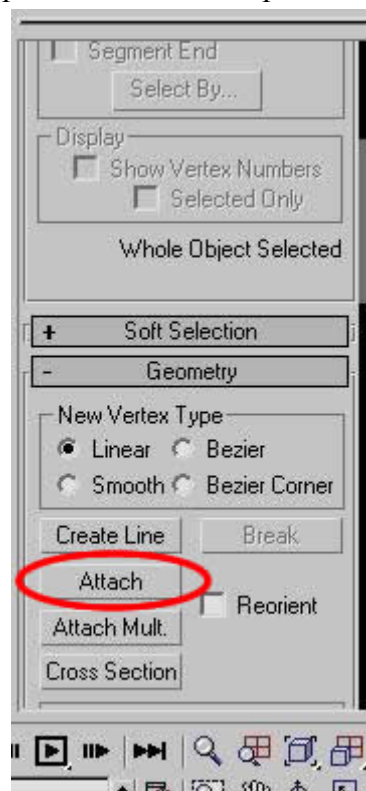
Choose in “Create” item “Shapes” (Plotting) in which press button “Line” . Now be attentive , since one misunderstanding and should be begun all over again .Lead round a contour of a carbine how you would make it , for example, in Paint or Photoshop. When you ask “Close Spline?” :



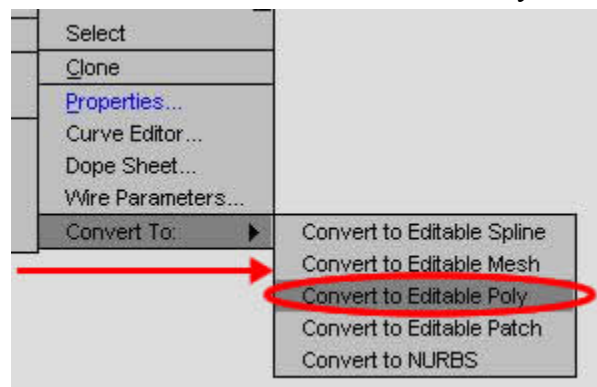
Safely press Yes. At you something should turn out similar :



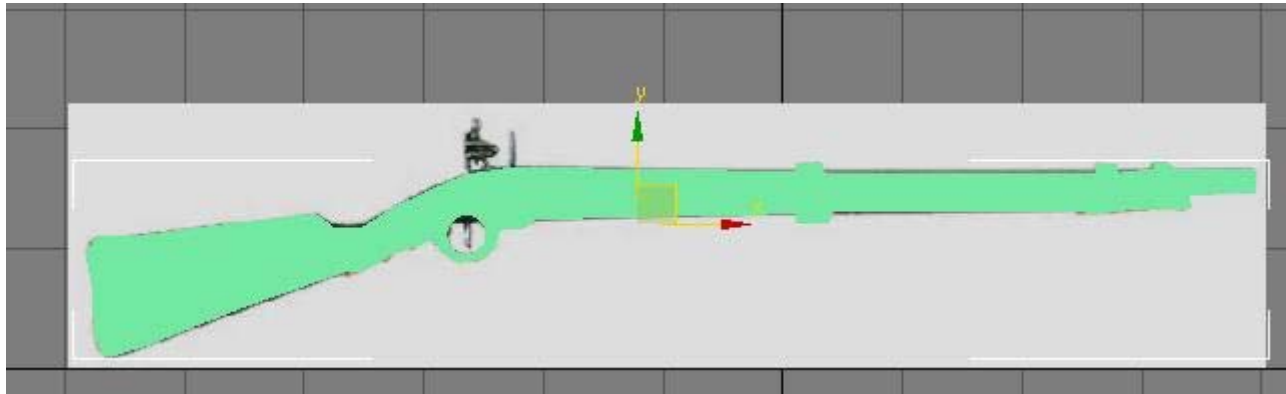
Now we shall make one more cycle of a line for hammer . It is possible to use the same “Line” , but it is easier a circle – “Circle” . Then go in properties of a line and press there “Attach” and press just created circle :



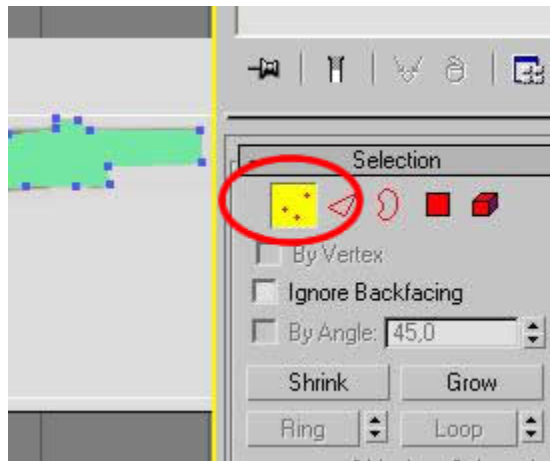
Now it is a uniform detail , and it is possible to start in transformation of a line to objects. For this purpose press the right button of the mouse and choose “Convert to -> “ Editable Poly” :



... And at us such plain contour has turned out. Soon he will be similar to a carbine :

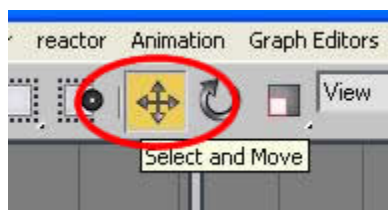


Go in editing object and choose “Vertex” editing :

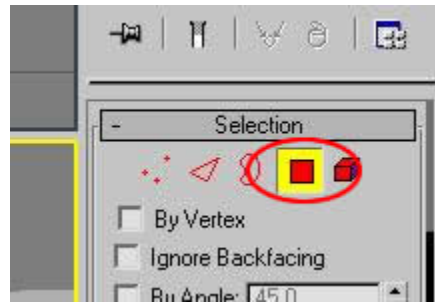


Now as in front it is possible to adjust our contour under the original , the direction of a point “Vertices” is simple take in necessary (Remember . You can always return all Options back . including , to make a detail as again transparent) .

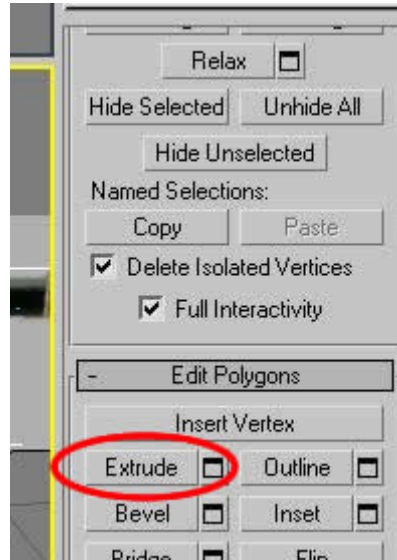
Now we shall giv to our plane volume . For this purpose choose the tool “Select and Move” and press a detail :



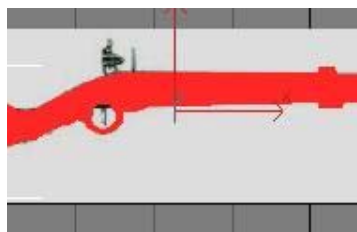
Go in properties of object in “Modify” and press button “Polygon “ .



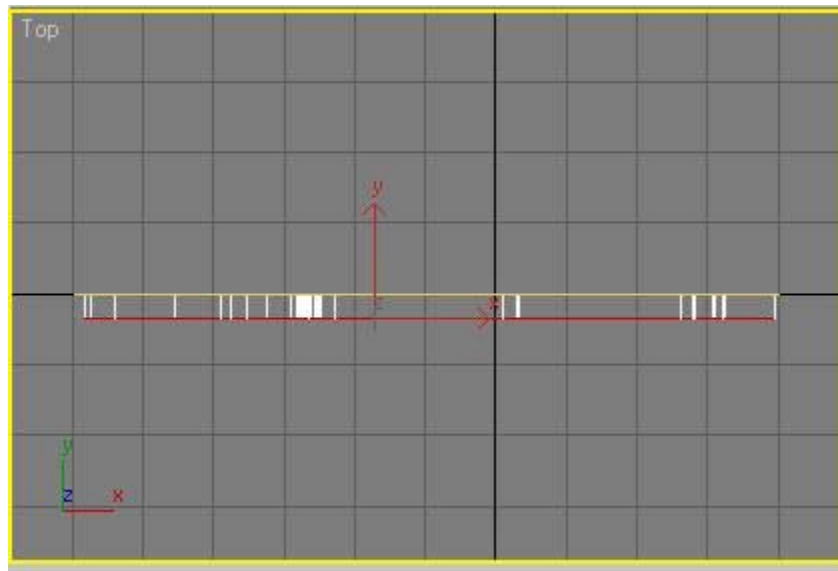
Then choose any kind and allocate all ranges . It is the easiest to make it simple pressing “Ctrl+A” . Now , when your detail “has reddened”, press button “Extrude” :



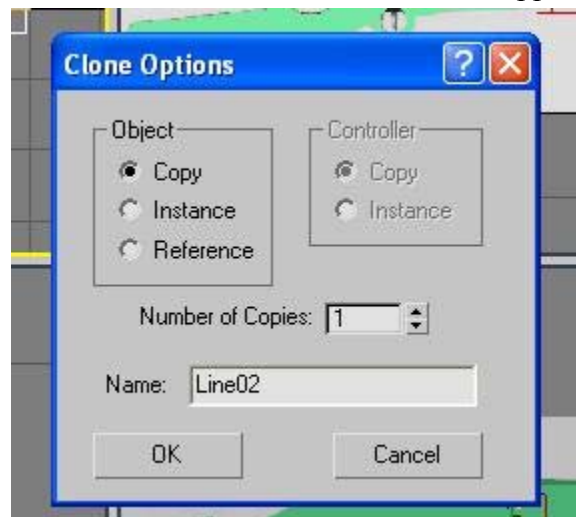
We Should extend our plane and to betray to her volume . For this purpose guide the cursor on the reddened plane and move the mouse a little to extend her :



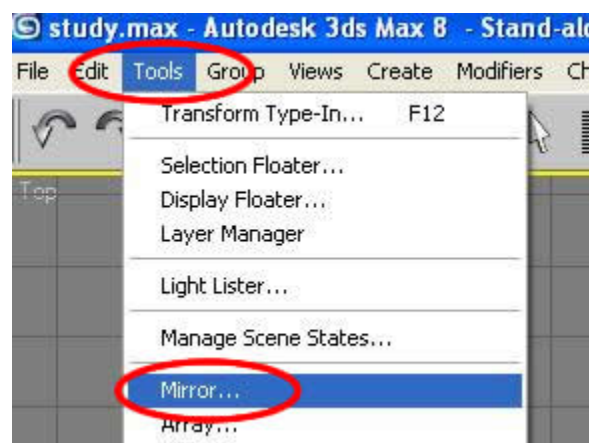
Such size (See the top view – “Top”) quite will suffice us:



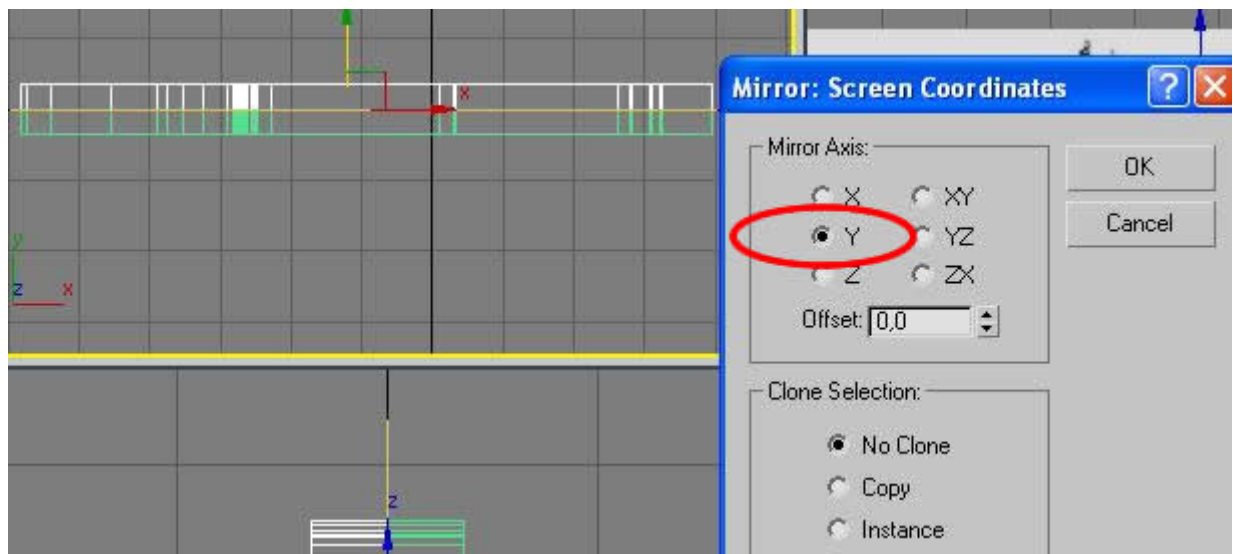
If you twist prospect you will see ,that from the return side the detail is transparent.We correct it.For this purpose, clamp Shift and press the left button of the mouse a detail . To appear such window :



Safely press OK .Now we duplicated the detail .Now it is necessary to reflect the second detail for what go in the menu “Tools” and choose “Mirror” (To reflect) .



To appear window :

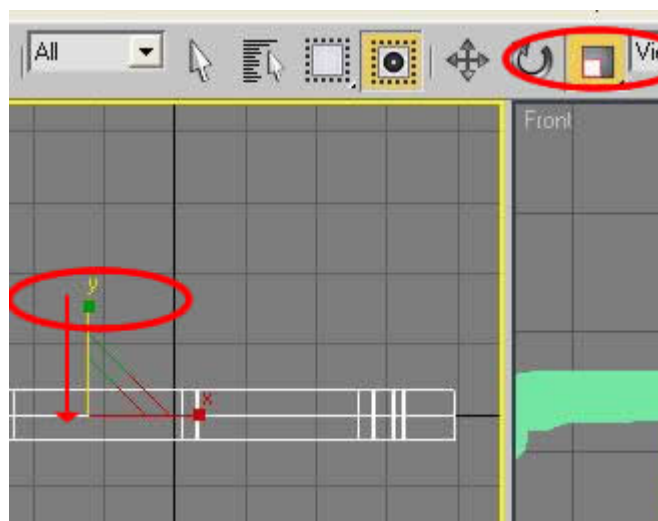


Since we last time have chosen the top view “Top” we should reflect a detail on axis Y , that we and shall make .In the previous picture it is visible , that the detail was reflected correctly.Having twisted a kind in the long term it is possible to be convinced of it .

Now choose any detail and go in editing.Choose “Attach” and “paste” one detail to another as we made it when we had simply lines.

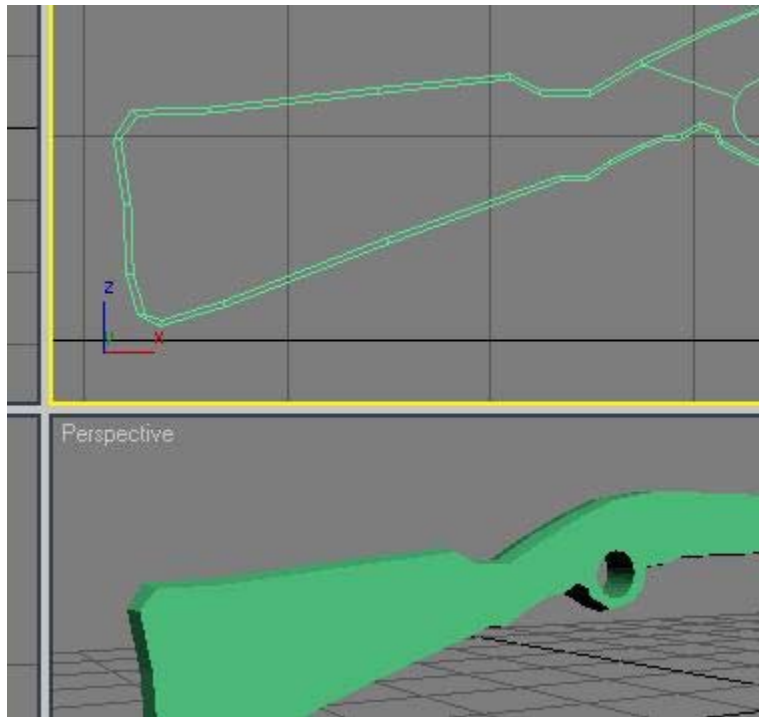
Now it is uniform detail .

It Is necessary to compress a detail that she was not such thick. For this purpose choose tool “Scale” and (сузьте) as from above detail on on axis Y :

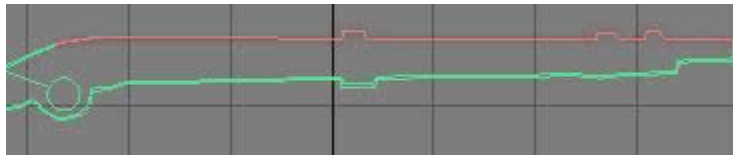


Make thickness of a carbine ~ approximately . In it there is no special a difference .

Further - < creative work > . It is necessary to move simply points from the middle of a detail and to betray some volume and “smoothness” of a detail. Not important as. Simply move them one by one or stretch “tool” “Scale” . The main thing , that your detail began similar on something, like it .

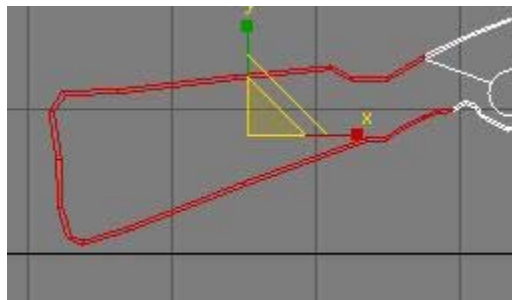


Notice! That I Have left the top part of a trunk of a carbine without changes.



Simply, after we shall finish changes with a butt and other parts of a gun, we shall remove a trunk to replace him hereby, round.

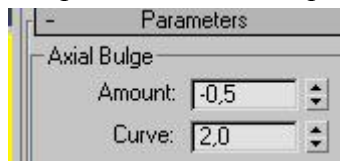
Now we shall a little expand a butt and we shall narrow him to a place hammer. For this purpose choose this part of a gun of elements "Edge" (To be near to "Vertex" in the panel of editing) :



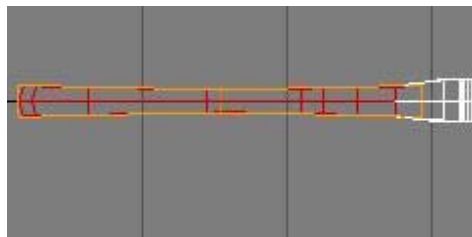
Go in the panel of editing and in "Modifiers List" choose "Squeeze" :



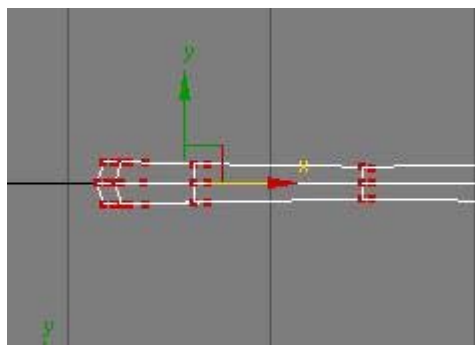
Now change an element “Amount”.Or put at once 0,5 , it quite will suffice us:



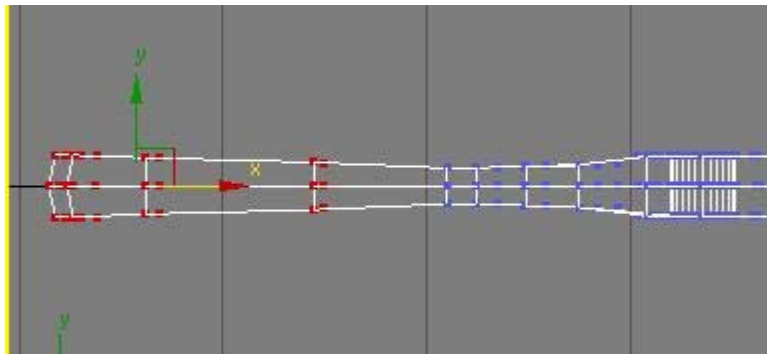
Our detail will be bent in it just how it is necessary to us :



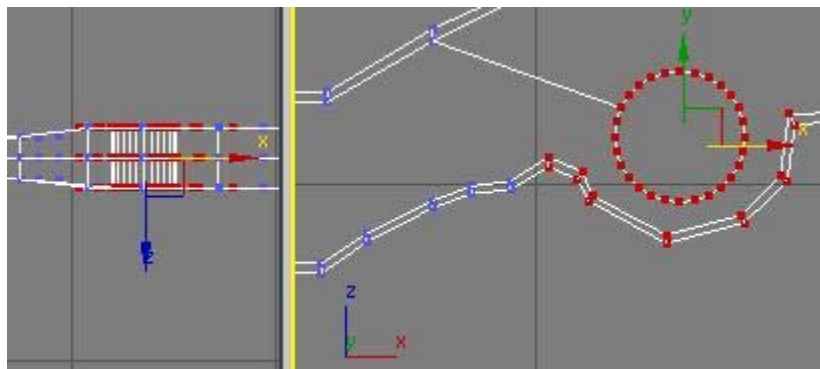
After that , again press on detail “Convert to “ -> “Editable Poly” , again to convert her in “Poly” . Go in editing and again choose “Vertex” . Allocate points on this interval :



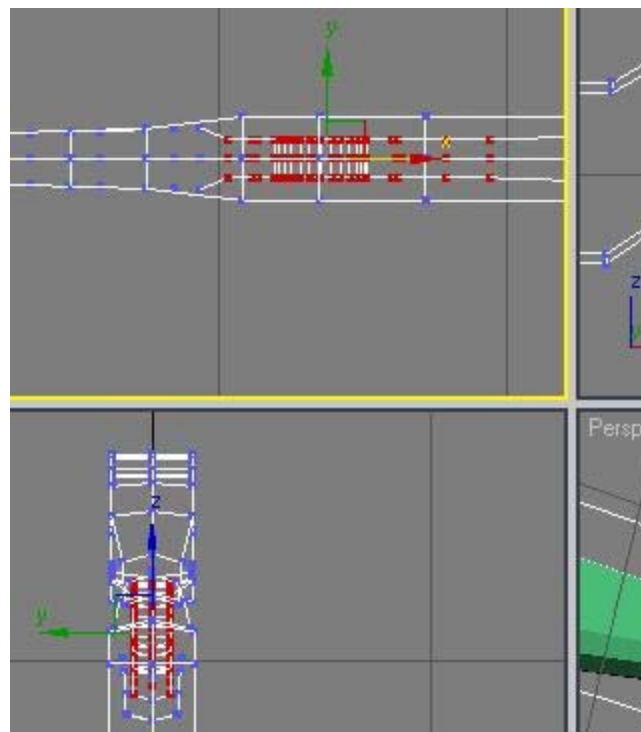
Choose tool “Scale”. Stretch on axis Y of a points so that the back part of a butt was made even on width to a forward part of a trunk (it is possible to make more widely or already , it on your discretion) :



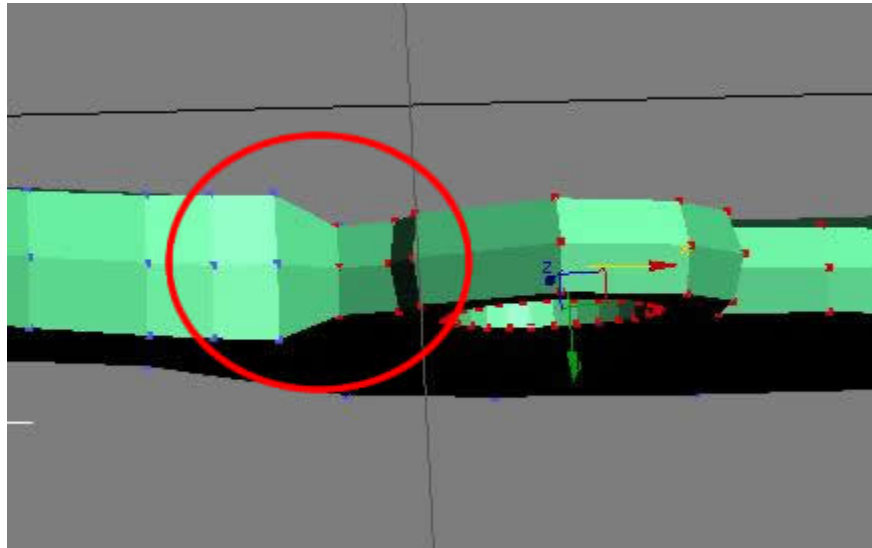
Now it is necessary to do the same and with an aperture for hammer . But on it time it is possible to do without quite and tool “Scale’ :



||
V

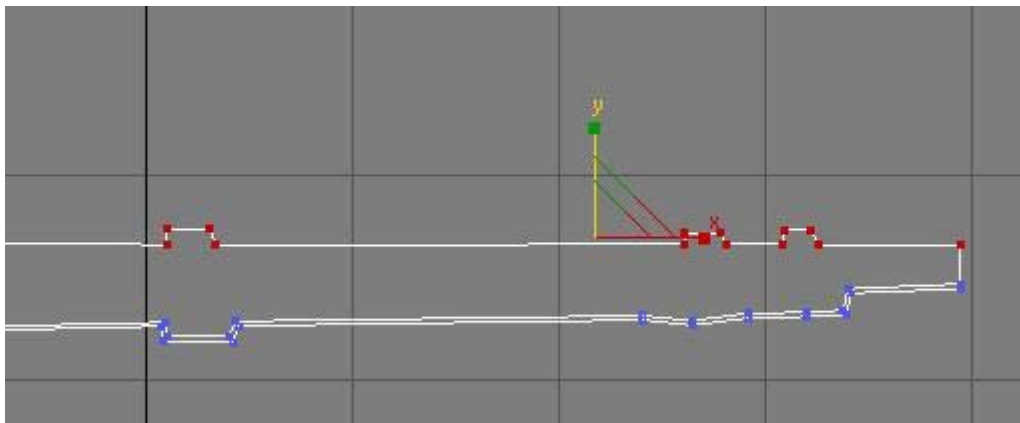


As you could notice there are some defects :

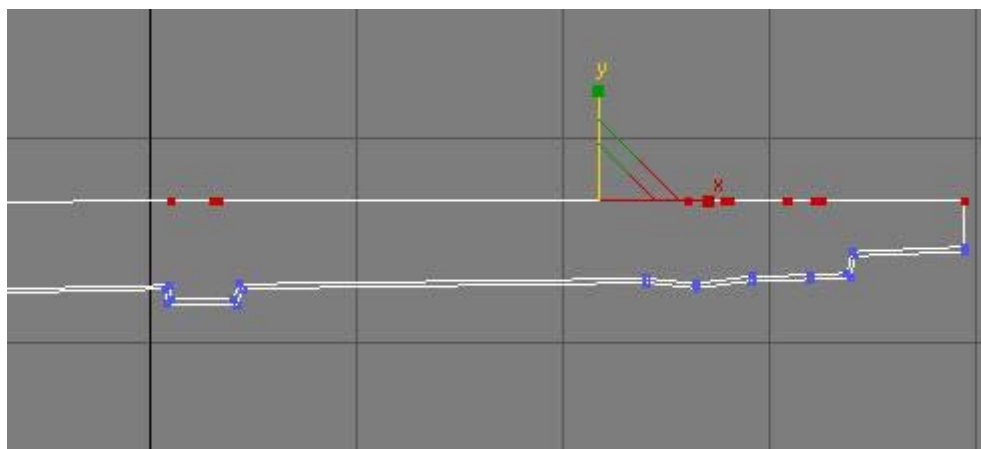


But to correct them it is possible at any time . Though now :

Now we shall get rid of a trunk unnecessary us (it is possible and to leave , but guns with square barrels badly shoot) . Choose points in this place and with the help of tool “Scale” compress the on axis Y up to a plane



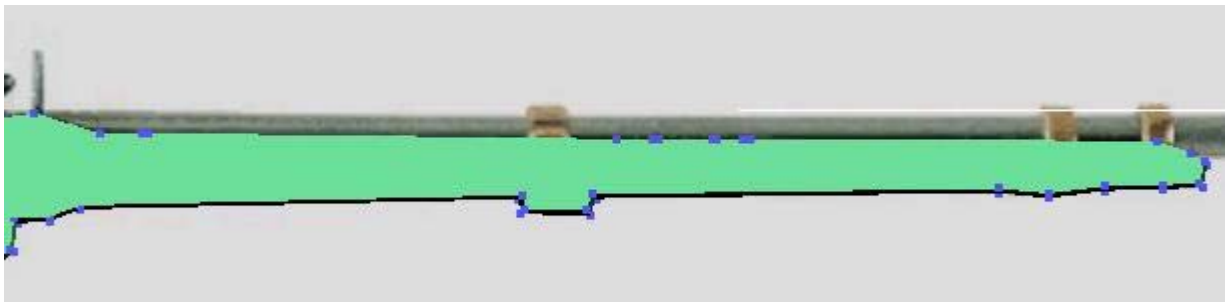
||
V



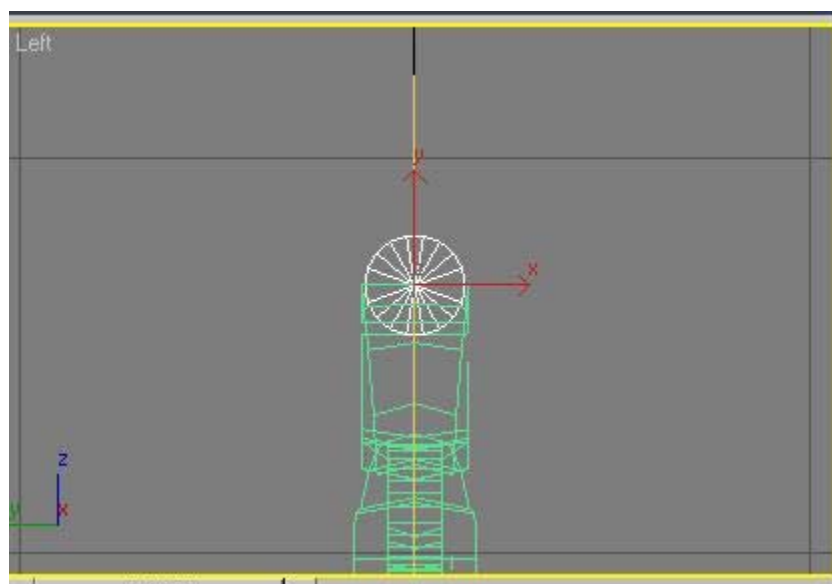
Choose points shown on figure and move them to the left :



||
V

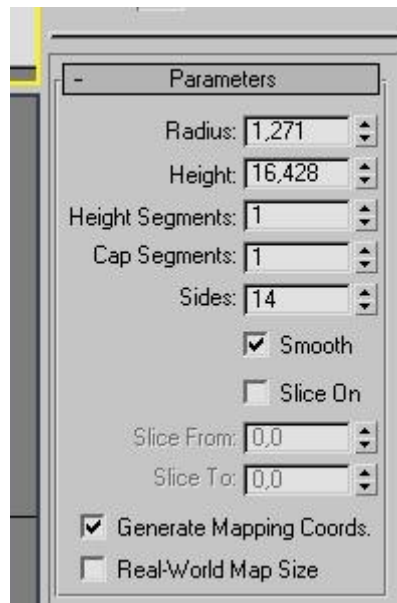


Let's create the true trunk. For this purpose in "Create" choose "Cylinder" and create the cylinder in the left kind "Left"

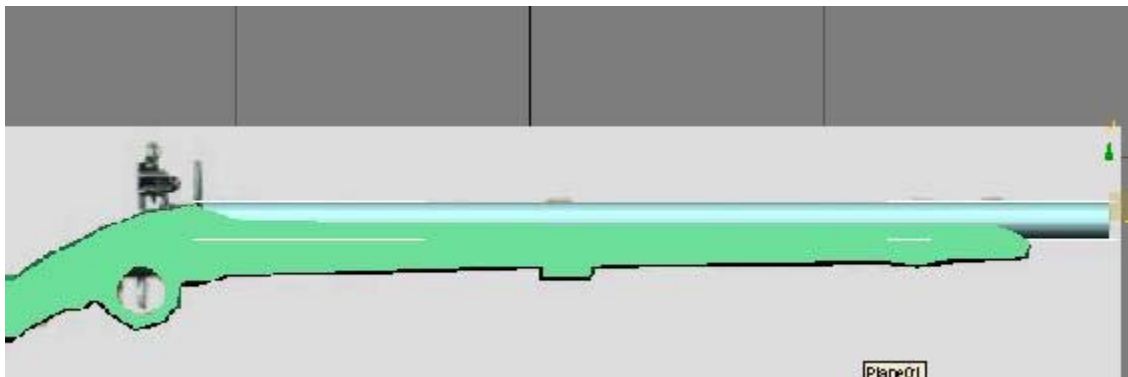


Go in properties of a detail in "Modify". In the column of sectors "Height Segments" put instead of 18,14. Anyone modeler will tell to you, that it is necessary to be able to save ranges in a detail. In our case will

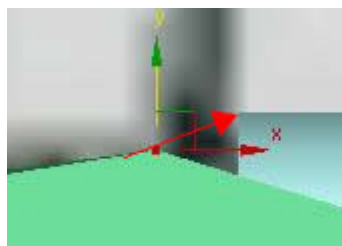
suffice and 14 since visually the detail remain same round. What for then it is more ? And in the column “Cap Segments” instead of 5 put 1 :



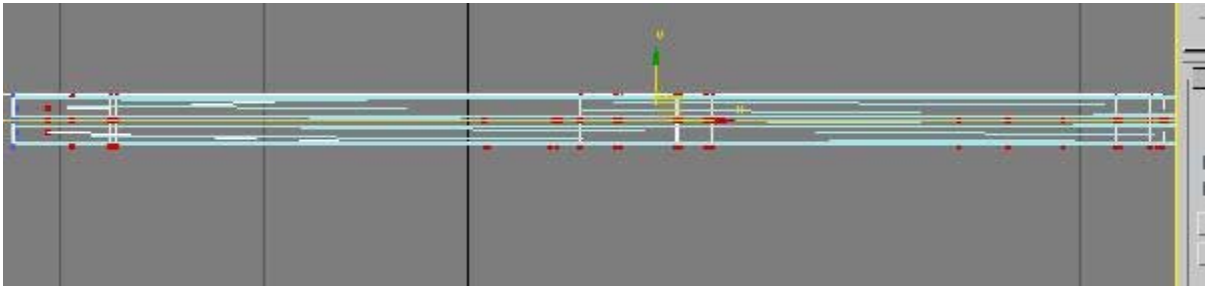
Now as in front move the cylinder to the right and drag out him at length so :



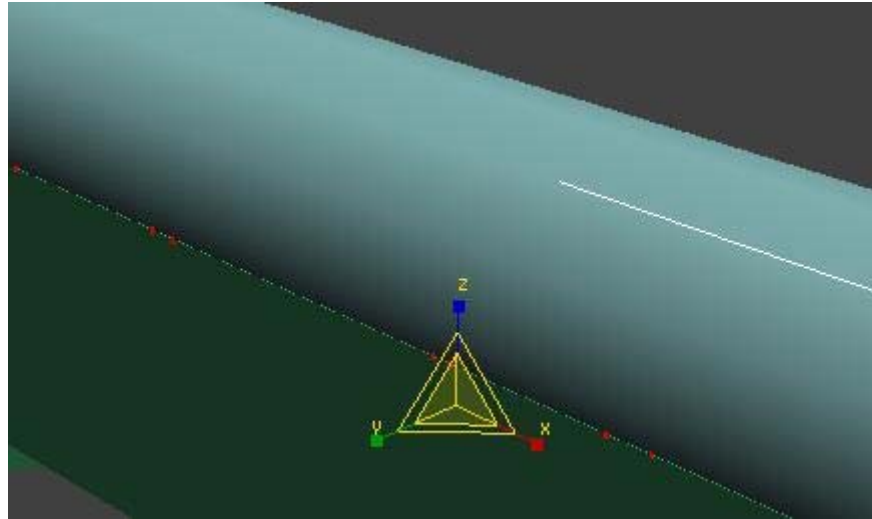
Choose our initially green detail and with the help “Vertex” finish how it is shown in figure:



Having chosen further, the points shown in figure, pull together them with the help “Scale” so that they closely fitted a trunk of a carbine:



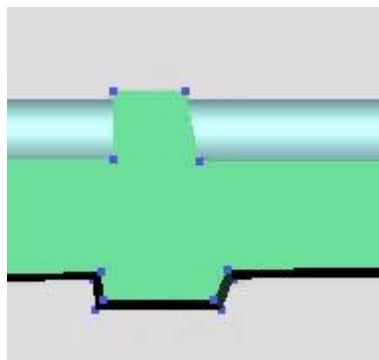
||
V



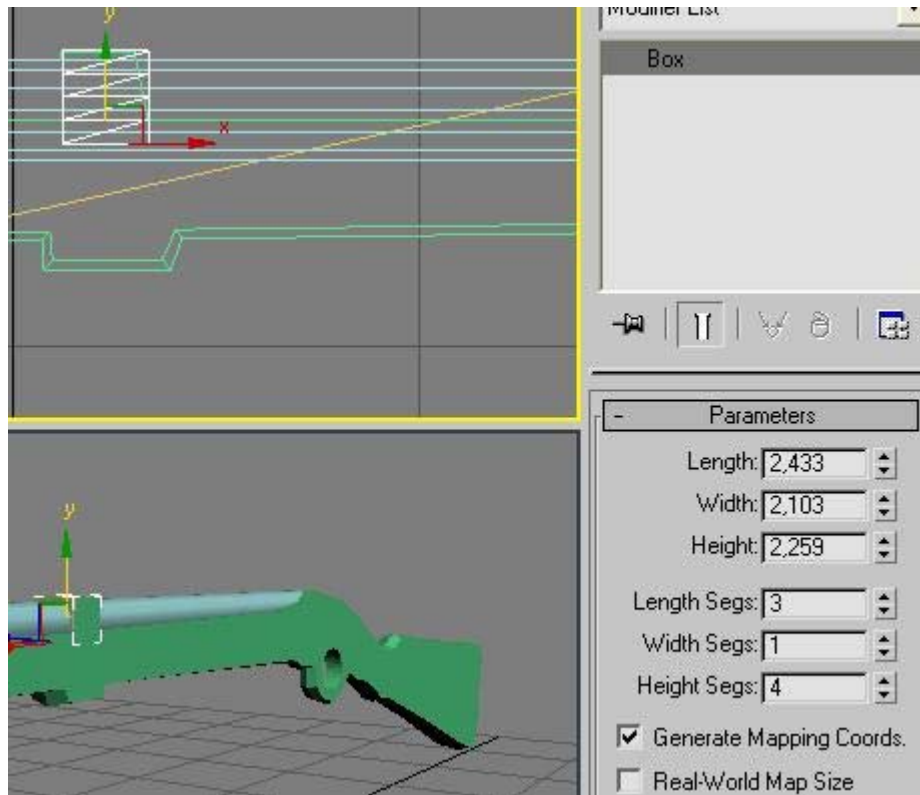
Correct some points if at you suddenly something has become not so .

Having altered the cylinder in “Editable Poly” it is possible to pull together a back part of the cylinder that is closer to hammer that she did not prevent to bend a carbine.

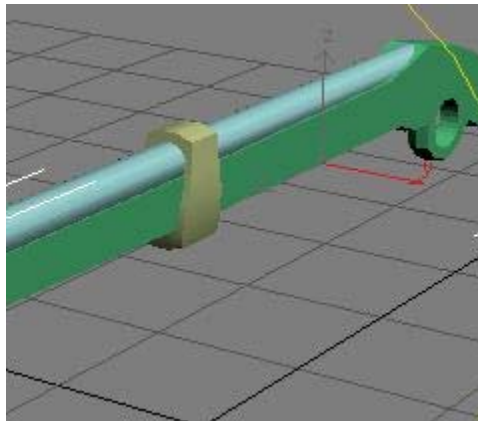
Now those points , that we have involved for a while , it is necessary to take out back to make (скобы) for a trunk :



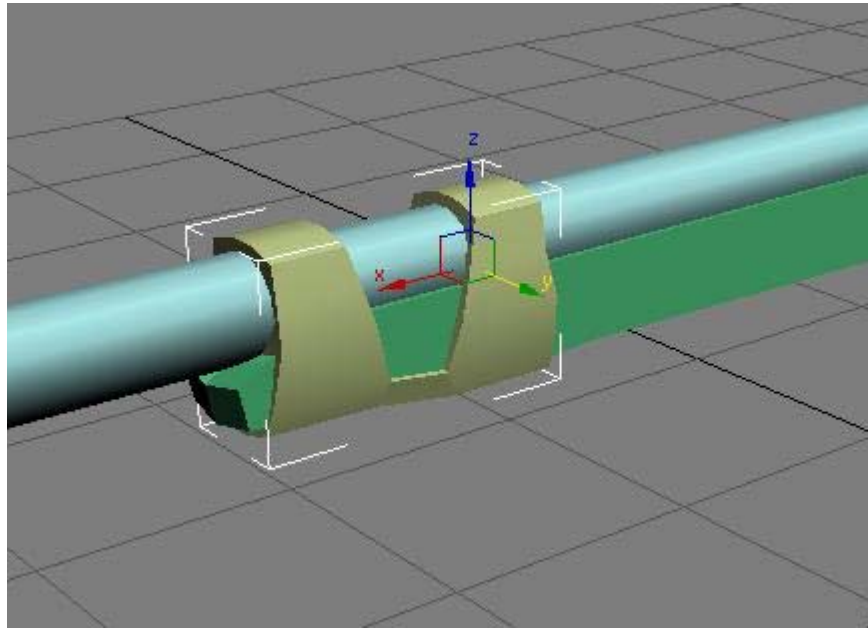
Now those points, that we have involved for a while, it is necessary to take out back to make crampon for a trunk :



Further create Boxing in the place approximately with the following parameters :



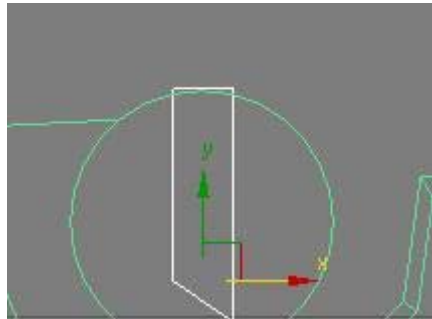
And since it is demanded with original model , shall create still a pair crampons in front :



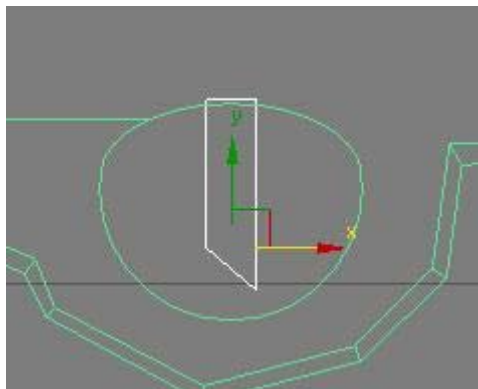
For creation of a lobby crampons I have not spent a lot of time . I have created her extremely from two copies of the first crampons ,having connected their bottom bases function “Bridge”,that is near to an element “Attach” .And also has a little edited her with the help “Vertex” function.

Business for small .low edit points in those places where it is necessary also we shall start the following stage.

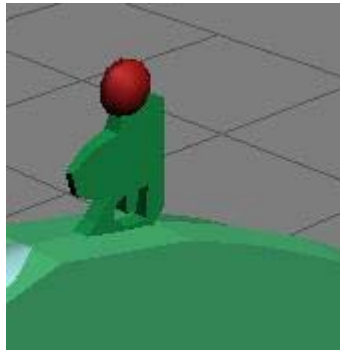
Now we shall complete trifles.Create small Boxing and make hammer .



Then lower a few little bit aperture for hammer (For plausibility of a kind of model) :



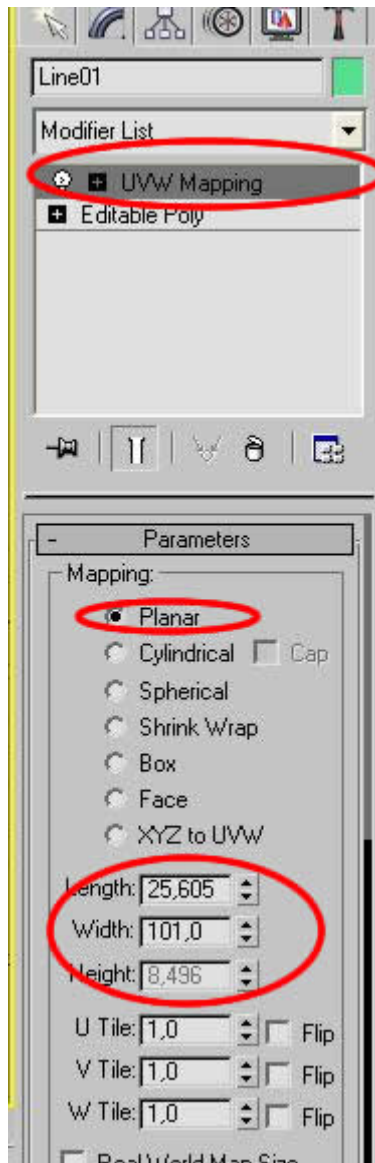
Now create a hammer wich beats on a charge .It is possible to depict or create simply him from the same boxing.I shall depict , there is faster :



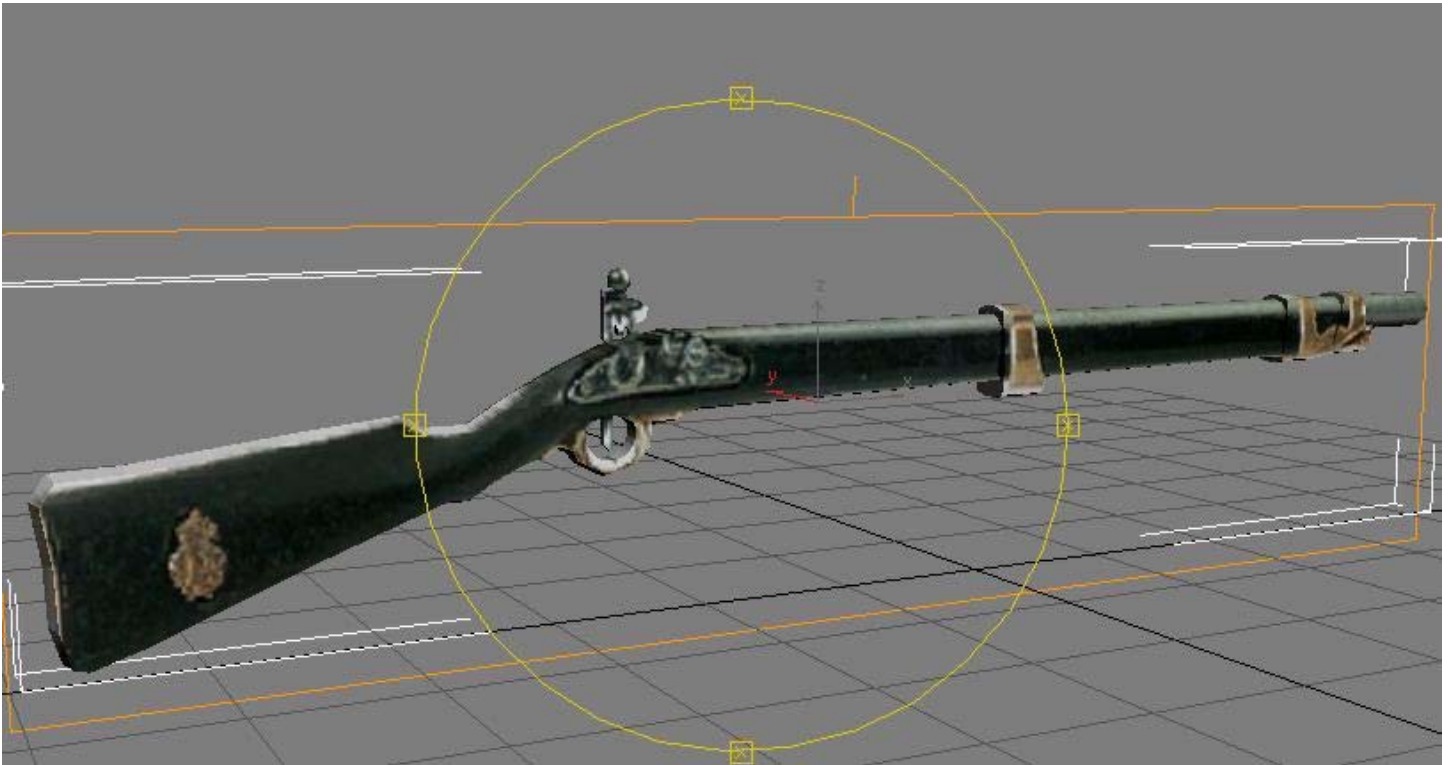
As you can see , I have made him by the same principle , as itself guns .Unless has added upward sphere about quantity of segments 10 (More and it is not necessary)

Go in editing our first object and attach him to all details , except for a plane with figure ,with the help “Attach” . The plane with figure in general can be removed , since she any more is not required to us.

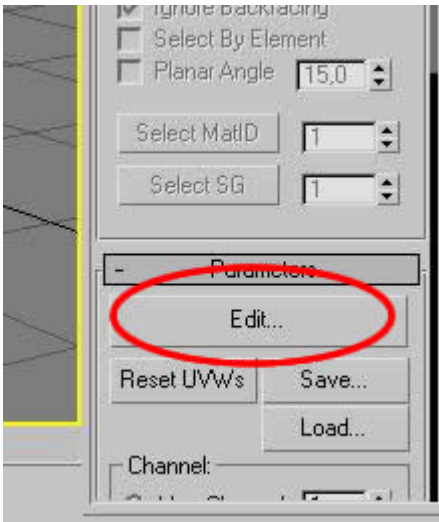
Now we shall be textured our carbine.For this purpose choose our detail and go in “Material Editor”.After that apply our structrue on a detail . After that go in “Modifiers List “ and choose “UVW mapping “ .In him choose parameter “Planar” and adjust a structure moving parameters of Height / Width / Lendths a little :



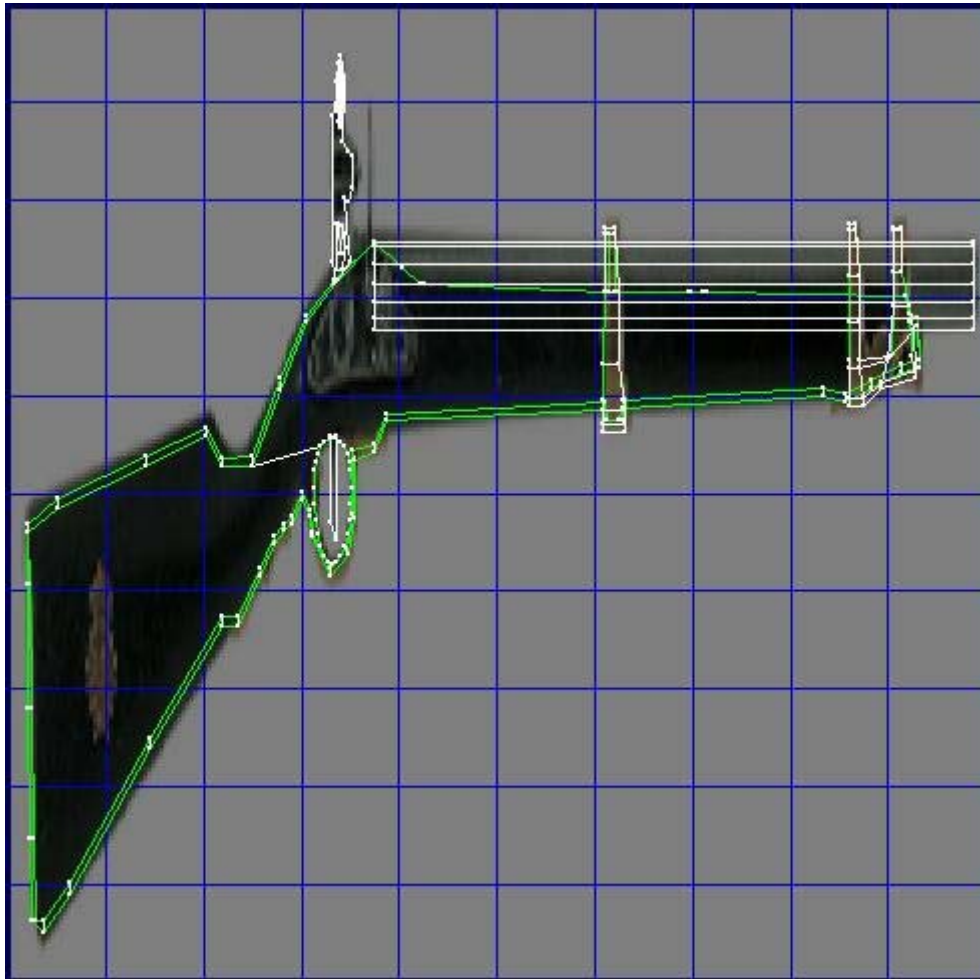
And at you it should turn out apporoximately:



In the same place where you have choosen “UVW mapping” choose “ Unwrap UV”. Press the button “edit”:



The window with map of a structure will open. There you should edit a position of imposing of a structure on a carbine, by the same principle, as simple editing “ Vertex”. Make so that contours coincided :



But you can notice, that after full editing a card (map) , on a carbine all the same there are some lacks.
For example such:



In its place structure is stretched. However, for elimination of this lack it is necessary to edit a structure in Photoshop or any other graphic editor. How to edit in Photoshop, I to explain I shall not begin. I shall tell only, that it is necessary to make a contour of a structure of homogeneous color . So:

Was:



Began:

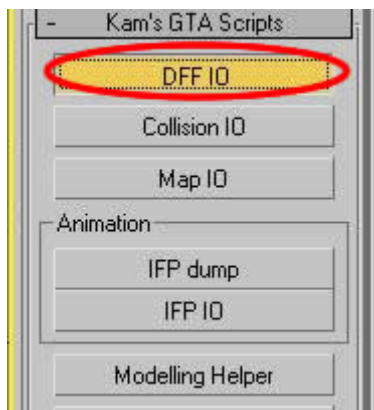


To make so it is possible by means of tool “Rubber Stamp Tool “ or “Smudge Tool” .

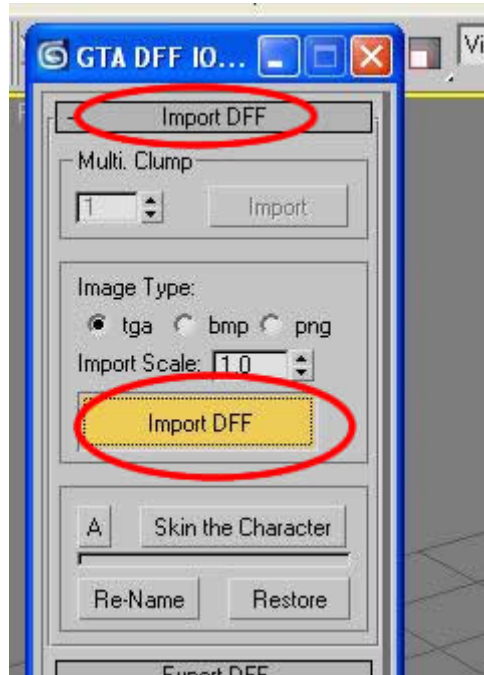
That’s All. The model is finished. Now we shall drive it in GTA.

For the beginning texturised us model again we shall drive in “Editable Poly”. Now we shall take and we shall take our from gta3.img any weapon. On replacement with our carbine the model “cutgun” well will approach. Take out from gta3.img her. DFF and TXD files.

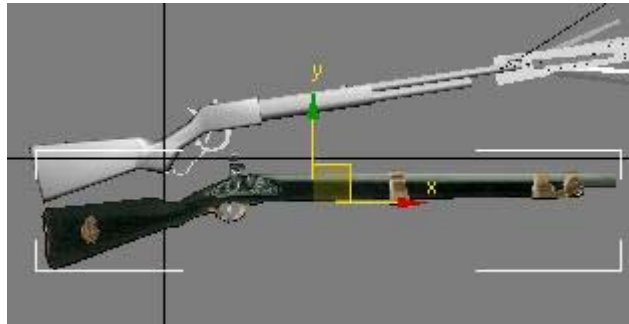
Now in script Cam’s (we considered him right at the beginning) press DFF IO :



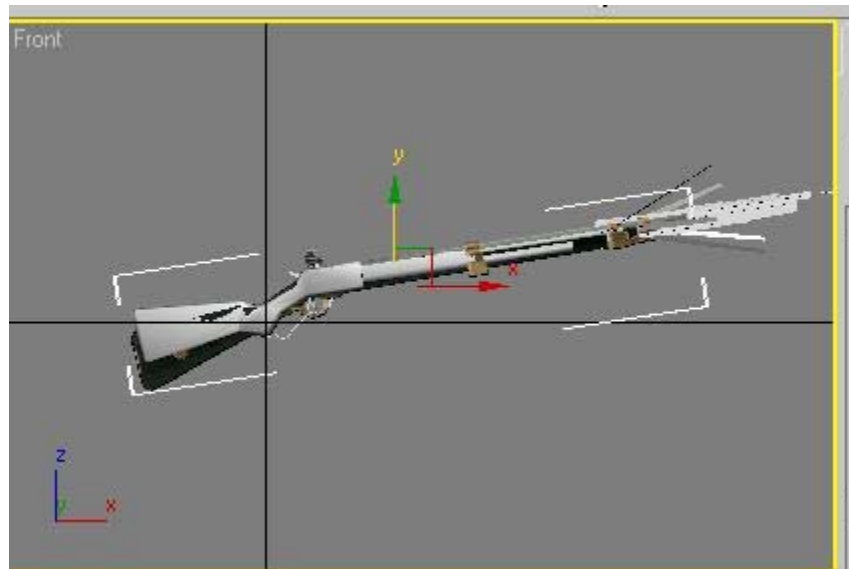
Thaw window in wich choose a laying “import” will get out and press, “Import DFF”.



In the opened window choose cuntgun.dff and press “To Open”. Now in Max this model was imported. But she so is small, that her it is not visible. Choose our carbine and reduce him, with the help “Scale” in the long term, using at once all 3 axes XYZ :



Now, with a help of tool “Rotate” (Is between “Move” and “Scale”). To change position it is necessary in kinds “Top” and “Front”. Twist using axes”

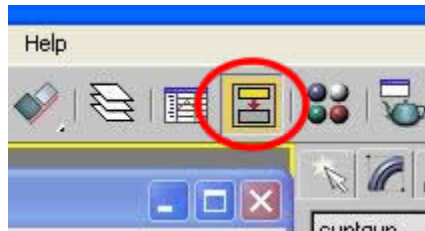


Now choose model “cutgun” and in editing, with the help “Attach” “paste” you him our carbine. When u have made it, press “polygon” editing (in the same place , where and “Vertex”). Then scroll parameters downwards and find.



Choose “NO Name – (1)” “ then the model “cutgun” will be allocated. Press a key “delete” that her to remove.

Open a window “Schematic View”:

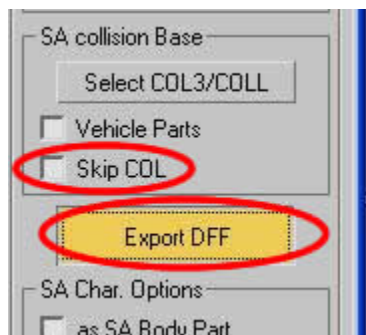


The window will open , in wich click on “cutgun” twice to allocate both details :



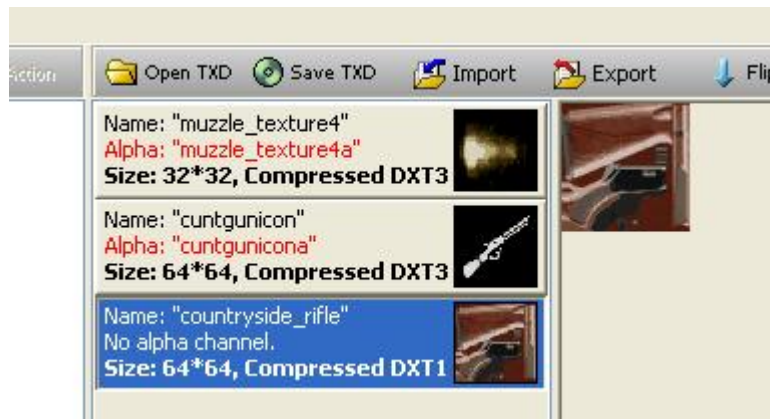
Close a window.

Now again go in “DFF IO” , but on it time in “Export DFF” put a tick on “Skip COL” and press “Export DFF”.” :



In the appeared window choose a file “cuntgun.dff” and press, “to keep “

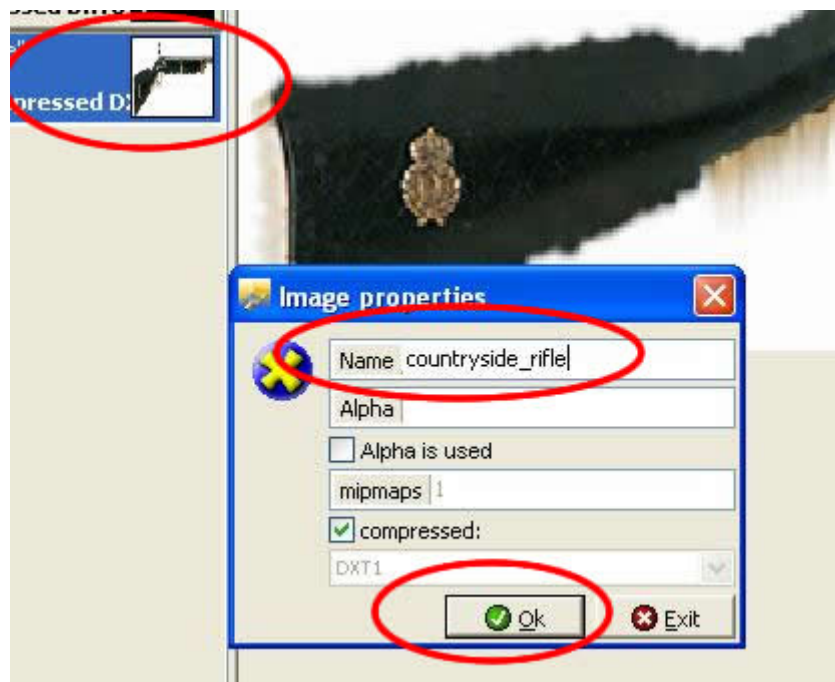
Now we shall adjust TXD file. Open his with program “TXD Workshop” versions 3.5 or higher. Choose a structure:



Press “Import”:



In the opened window choose our structure under a name “modified_carbine.bmp”. Also press “To open”. Then double pressing on “countryside_rifle” to a structure cause a window of properties:



Rename “countryside_rifle” in “modified_carbine” and press OK . Now keep a file having pressed the button “Save TXD” .After that it is possible to replace files in gta3.img and go to admire the work in game .That’s All!



Epilogue

In the same way, it is possible to create absolutely deferent kinds of models. And the weapon too. In the following tutorial on modeling I shall try to prepare something more difficult .So wait

Good Luck! (The model of a carbine can be found in our archive on files on a site , in section “Weapon”) .

Contacts

You can contact us in the next ways :

E-mail: support@gtalark.com

And personally with me – dimaz_lark@gtalark.com

Site: <http://www.gtalark.com/modules.php?name=feeda>