

## **Modelling for MoH with lightray 3D - crash-course**

### **part I - 3dmax or cognate programs**

- 1.) if you built your model in 3dmax, export it in standard-format such as "3ds" or "obj", if you get 3dmax plugins for "direct-x" or "milkshape ms3d" you can use them too.
- 2.) texture-coordinates from 3dmax will be stored and can be used later in LR3d
- 3.) special-texture-effects like bump-mapping are not supported in MoH, so dont use them
- 4.) meshes with more then 1 linked texture are not supported in MoH, therefore avoid this already in 3ds max
- 5.) if you like to export a animated model from 3dmax, please note that bones can not be assumed functional, as it already has problems lightray

### **part II - LR3D**

- 1.) import your model, use lr3d-menu, choose your model-format from the lower list of selection window
- 2.) Dependent export of its original type, the model is to either:
  - imported as a single mesh - can occur in objor
  - in some single imported meshes - sometimes in skins (comes with game-model import models from before)Sometimes the models are on the head, sometimes they are huge, other times they are tiny. Everything is satisfactory load original model

Anyway, you should check with the appropriate tools to position your model from LR3D so that it always in the top view to the right shows what is in case of vehicles, aircraft and tanks very easy

- 3.) after import, save it first as lr3d-file..... better safe than sorry
- 4.) if imported objects are skins, you have to covert them first into meshes, before you start some work on them.
- 5.) the exact difference between meshes and skins now so I can not explain it to you.

However

- meshes are fully editable, you can break them down into more parts, you can move individual vertex points, you can expand them or combine with any other meshes.

Most of the LR3D-tools at your disposal such as all uv-tools, to the other tools please read the LR3D-tutorials

if a mesh has too any faces or vetex, select mesh, choose control-panels 2nd tab. (modifieres) and hit face. all faces of the mesh will show up..... sellect some and hit "detach"button.

the selected areas are separated from the labeled mesh and created as a copy. do this as long you need, to get less then 1000 vertexs.

check vertexs-count by hit "vertex" in same tab. the number of faces or vertexs listed in box below buttons

important! - meshes cannot be exported to MoH

- skins are restricted in their editing capabilities,

important! only skins can be export with the MoH export plugin. however, this later

- 6.) if every work on your model is finished and you like to export it to moh.....

all meshes has to be converted into skins

all skins and all vertex's of every skin has to be assign to a bone.

it's possible to use a single vertex point to different bones

one bone is essential for the export model

create a bone by using the "control-panel", left tab. (objects) change preselected "primitives" into bone and then choose bone

best way is, to set position of this bone on coordinate 0 0 0

7.) export

select all skins, choose edit skins in modifiers-tab, hit modify..... and press "assign to bone" select in dialog your bone, then press "normalize weights"

use menu file export and select in dialog export-type "MoH-Model (\*.skd)" and follow the dialogs during export-operation, make sure that in first dialog-window the option "Force Verts/TVerts match" is set, otherwise model will look very ugly in game. !! Attention !! This option can lead to an increase in the number vertexs. This means that the number of vertex points can rise over 1000 and the model is not represented in the game. (The export works though)

8.) important rules before exporting:

- each skin has a limit of maximum 999 vertex's
- each model has a limit of maxium 24 skins
- each model has a limit of maximum 100 bones
- only one texture can be linked with one skin, no bump-mappin supported
- don't use blanks in name of skins
- valid grafic-typs for textures: jpg (max. 50% comp.) tga, dds
- no texture-information are stored in model.skd and model.skc files, uv-layout (vertex-coordinates) only in skd-file

9.) in contrast to the export from milkshape no -tik and no -shader files are generated. this you must manually create

famous last words:

i hope this give you a lead for a propper handling of lightray and the export for MoH

as far as i can read, you have some experience with other 3d programs, so jump very through lightray. may you will find everything you need, if you run lightray and try every button and option.