

Basic Modeling Guide

Digital Combat Simulator

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In Collaboration with The Fighter Collection and Eagle Dynamics

Mandatory Requirements:

3D Studio Max 2008, 2010, 2011, or 2012 (32 or 64bit): <http://usa.autodesk.com/3ds-max/>

3D Studio Max Plugins from Eagle Dynamics: ftp://ftp1.files.eagle.ru/mods/edm_plugins/

Secondary/ Optional Requirements:

Adobe Photoshop for creation of Normal Maps: <http://www.photoshop.com/>

NVIDIA Texture Tools for Adobe Photoshop: <http://developer.nvidia.com/nvidia-texture-tools-adobe-photoshop>

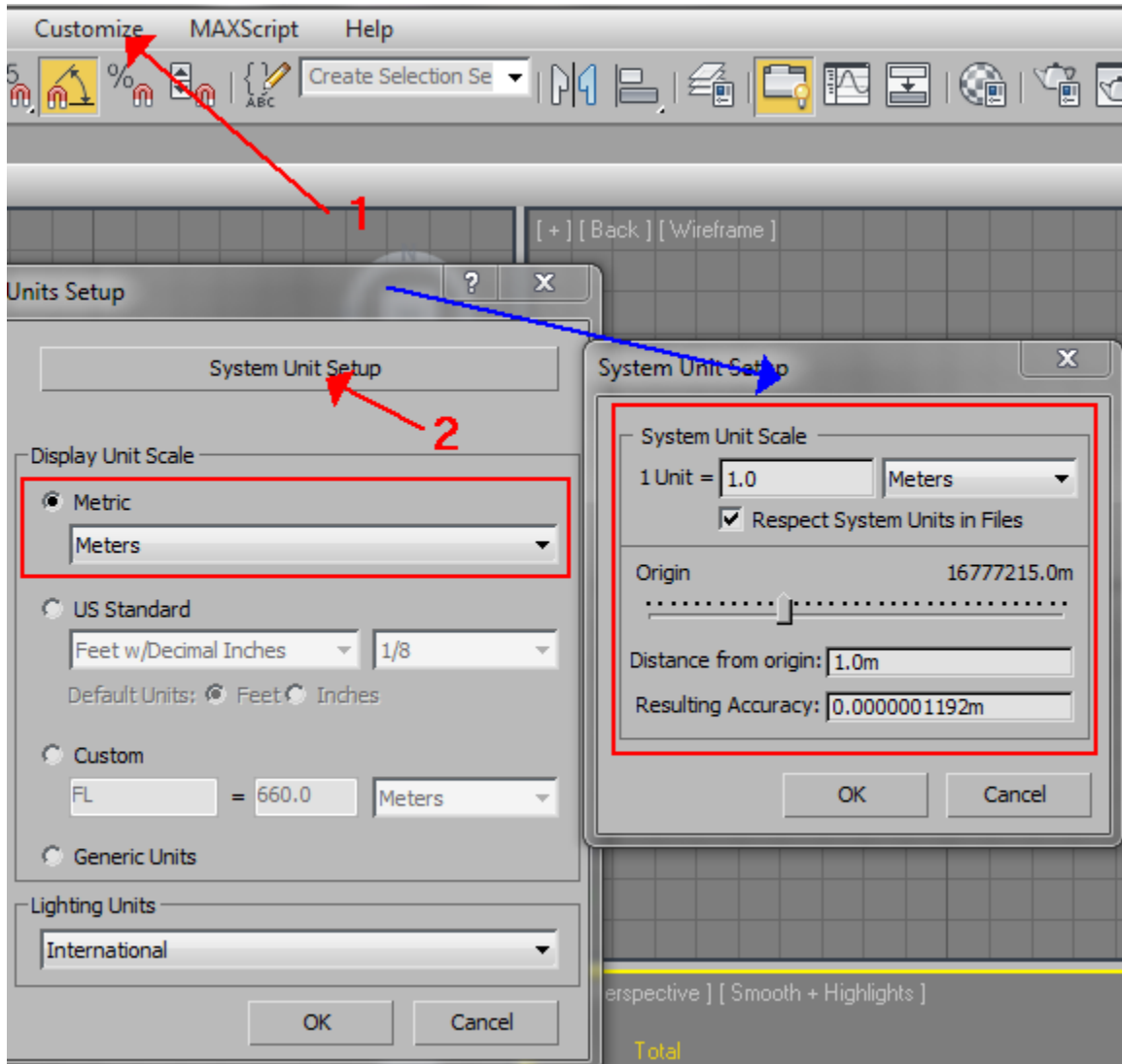
Preparation:

1. Install 3D Studio Max as usual
2. Download and install the plugins from Eagle Dynamics

Now we will prepare 3D Studio Max.

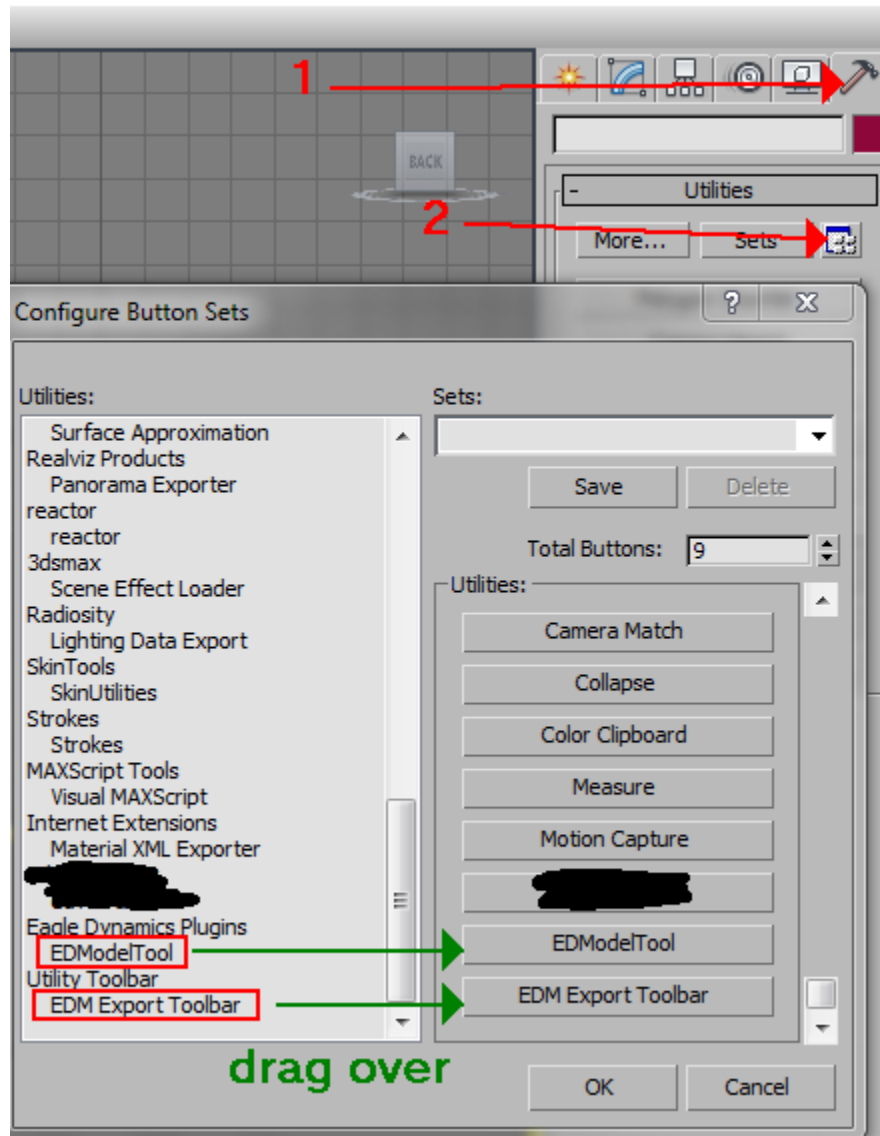
Open 3ds Max and verify that the units are set to Meters. This is done by clicking "Customize" on the toolbar, then clicking "Units Setup..." If not selected, change the "Display Unit Scale" to "Metric" and to "Meters" in the pull down selection. Next click "System Unit Setup" and verify the following to the image below:

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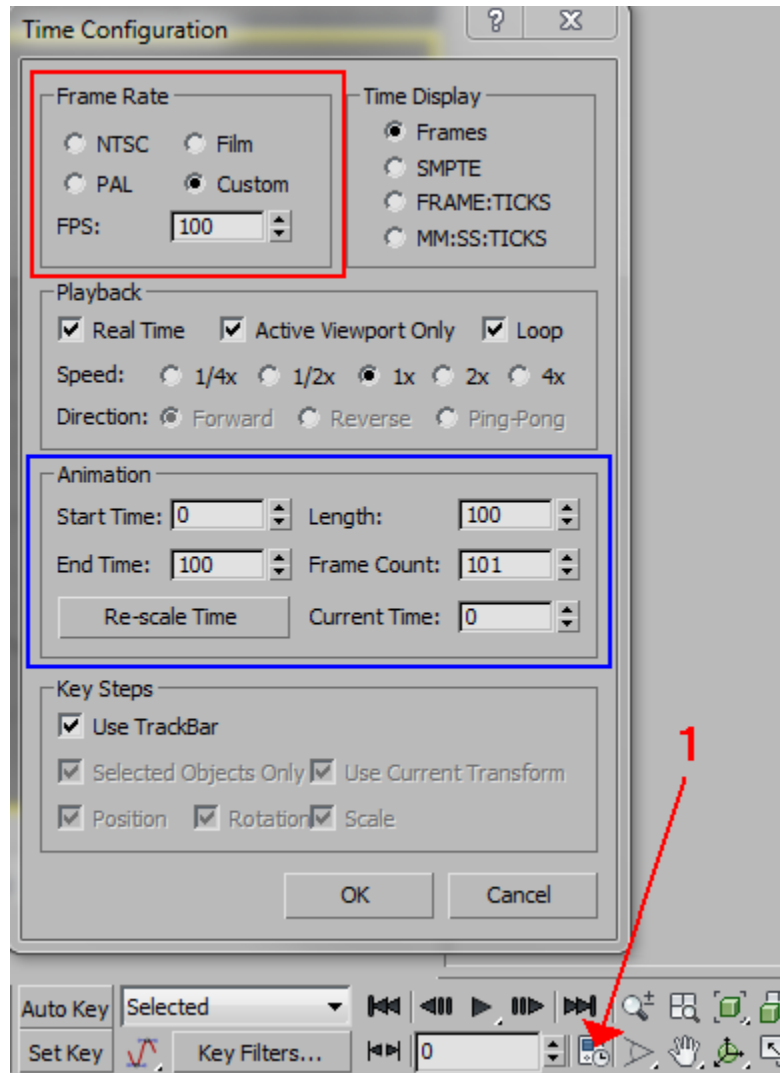
Next we must make sure the Eagle Dynamics plugins are installed correctly. Click the Utilities tab in the top right, (the hammer), and then click the small square next to the button “Sets”. Scroll down and verify that you have two sets of EDM plugins. EDMModelTool and EDM Export Toolbar. Drag both of them into a separate slot in the area to the right.

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If you want to do animations, you must now properly set the time scale up. Click “Time Configuration” near the lower right. Change the Frame Rate to “Custom” and FPS: to “100”. You will notice that your time bar has automatically adjusted itself to the new settings, but this is not what we want. Under Animation, set the following:

Start Time: 0, Length: 100, End Time: 100, Frame Count: 101



Procedure:

Part 1: 3D Studio Max

Open 3D Studio Max. I will be using 3D Studio Max 2010 in this document.

Create your model as you usually would. If you are going to release a model to the public, remember that not everyone will have the same type of computer as you do. Some will be more powerful, some will be less powerful. For this tutorial, I will be using a watchtower model that I made.

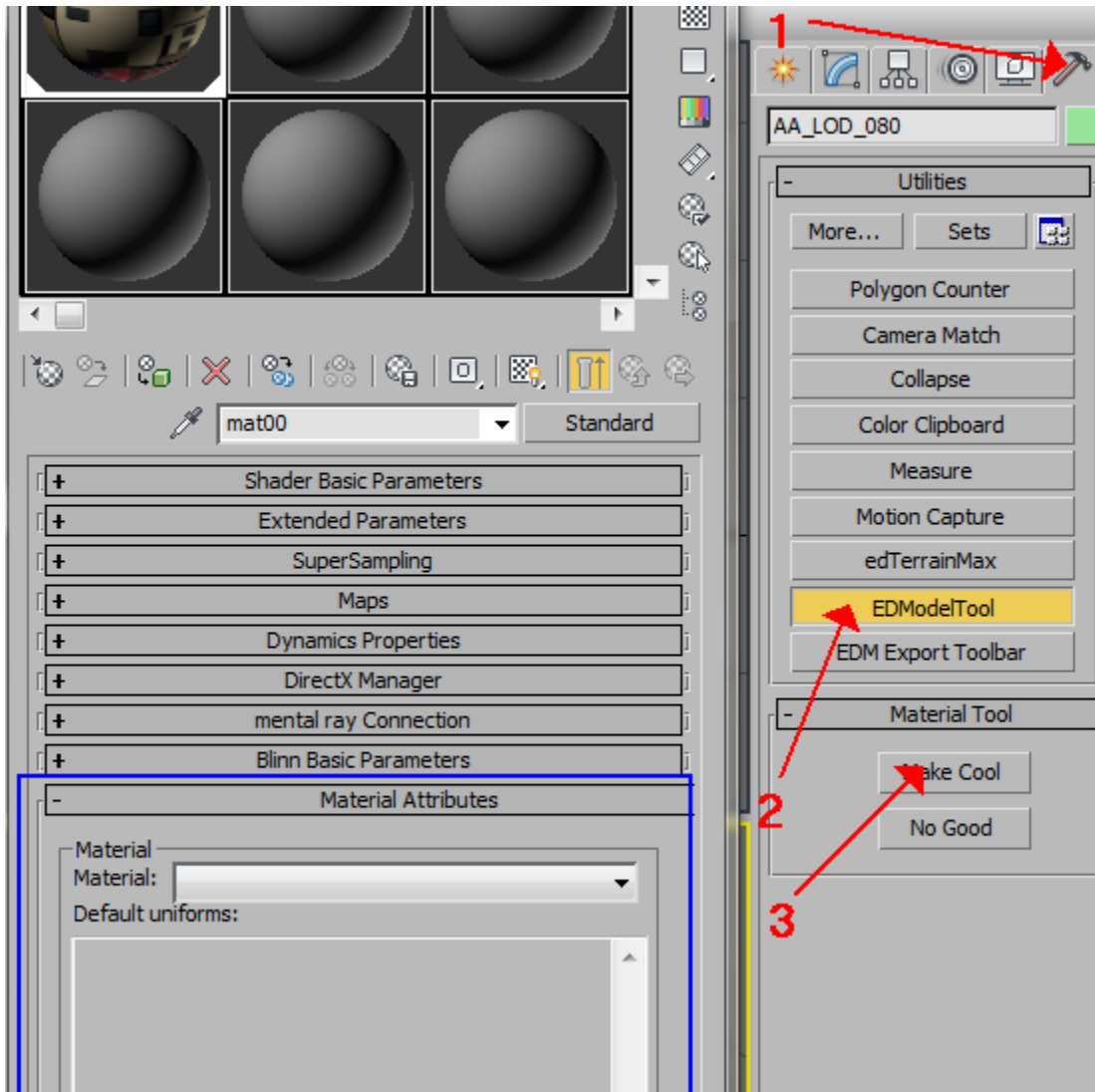
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Once you have finished creating the mesh of your model, create textures and apply as normal. Here is my completed model with the material assigned to it:

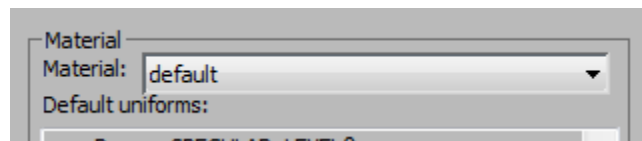


Now we need to assign the custom material type using the ED Plugins. Open the Material Editor by pressing the “M” key on the keyboard. Once this is open, click “Utilities” (hammer icon) in the upper right, then click on “EDModelTool”, then click “Make Cool”. You will notice that a new area has appeared in the Material Editor.

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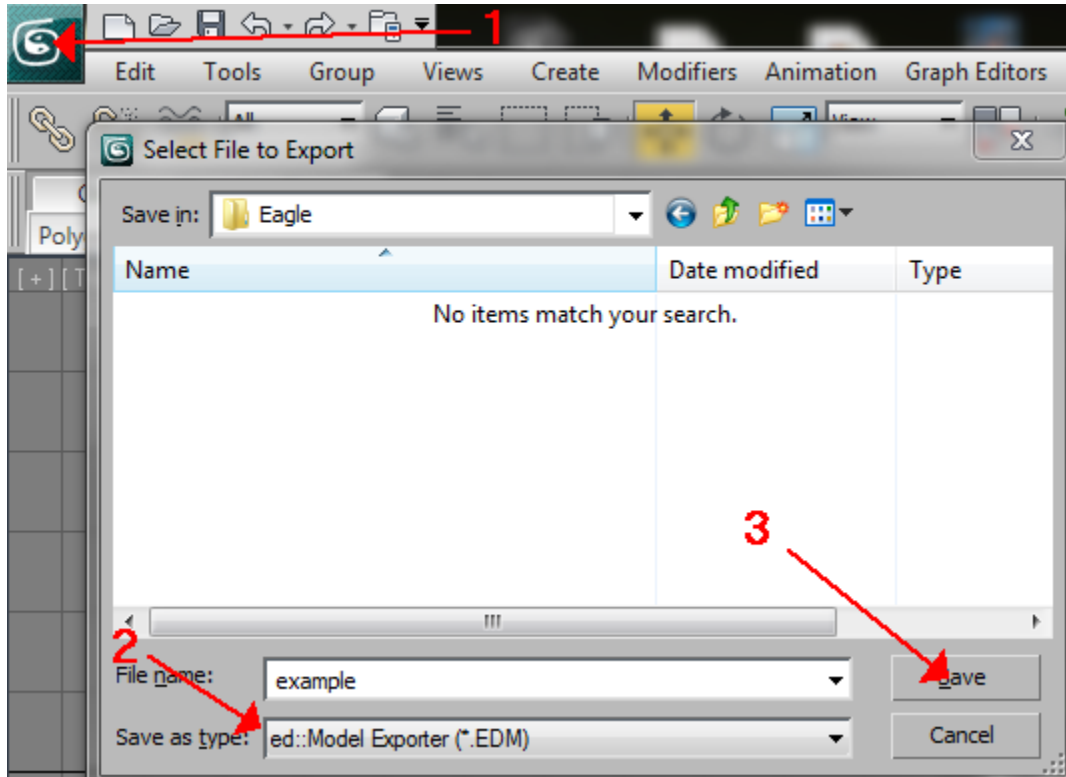
In the pull down selection, select “Default”.



If you have multiple textures, repeat these steps for each texture sphere that you are using.

You can now close the Material Editor and we are ready for exporting. To export your model, click “File”, (green logo), in the top left of 3DS Max and click “Export”. In the pull down menu for file type, select “ed::Model Exporter (*.EDM)”. Name your file accordingly and click “Save”.

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If you receive the following error below, it means that you missed assigning the custom ED material type to one of your textures.

