

How to make map: “BOX” in 3ds Max 7

1.) From your desktop, follow this path.

Start\My Computer\HP Pavilion\Program Files\Microsoft Games\Halo Custom Edition\data\levels

2.) Create NEW FOLDER.

3.) Call this folder:

4.) Click into “Box” and insert two folders.

5.) Name these two folders

a.) Bitmaps

b.) Models

The bitmaps is for textures, which must all be .TIFS.

The models folder is for your map’s .JMS file.

6.) Close out of the window.

7.) Open up 3dsMax.

* 8.) In the top right of the screen, you are going to see six tabs. The default tab is the one with the arrow, the Create tab. To the right of that is the Modify tab. Then to the right of that is the Hierarchy Tab. Then there is Motion, then Display, then finally Utilities. The only tabs we’ll be using are the Create tab, and the Modify tab.

9.) Go into the Create tab.

10.) Click on the Box button.

11.) Press the “P” button to go into Perspective view.

To move your camera around, hold in ALT and move your mouse around. When you get the feel for it, keep going with the tutorial.

12.) Click and drag and make a box.

* 13.) Now you are going to see more menus have come up.

- Name and Color
- Creation Method
- Keyboard Entry
- Parameters

* 14.) Since MASTER CHIEF is 70 UNITS TALL, 23 UNITS WIDE, and 24 UNITS LONG, we are going to make a square model of him for reference.

15.) Make the length of your box 24 units.

16.) Make the width of your box 23 units.

17.) Make the height of your box 70 units.

18.) Now make a second box. This will be the level.

- Height: 600

- Width: 600

- Length 600

* 19.) Now- length, width, and height segments tell you how many polygons there are going to be. (Think of polygons as smaller blocks together making a bigger block.)

20.) Press the F4 button.

21.) Enter the following.

- Length Segs: 6

- Width Segs: 6

- Height Segs: 4

* 22.) Notice the polygons appear.

23.) Click on the Modifier Tab, the blue arch next to the Create tab.

24.) You are going to see a combo box with a whole bunch of different modifiers. Go into that drop-down list, and click on "Normal". Make sure you have the

600 X 600 X 600 box selected before you do this.

25.) Under Parameters, make sure Flip Normals IS checked, and Unify Normals IS NOT checked.

26.) Right click on the 600 X 600 X 600 box.

27.) Scroll down to “Convert to”.

28.) Convert it to an “Editable Mesh”.

* 29.) Now you will notice the menus have DRASTICALLY changed. 4 menus will appear.

- Selection

- Soft Selection

- Edit Geometry

- Surface Properties

The only two we will be using here are Selection and Edit Geometry.

* 30.) There are 5 red shapes under the Selection menu.

- 3 Points- Vertices- Lets you select certain Vertices.

- Unfilled Red Triangle- Edge- Lets you select Edges.

- Filled Red Triangle- Face- Lets you select Faces.

- Red Square- Polygon- Lets you select polygons.

- Red Cube- Element- Selects whole shape.

* 31.) To move the camera, hold the middle scroll button on the mouse, and hold ALT. Move the mouse and it will move around. If you zoom in too much, or you are just moving the camera around and it just freezes, press the Z button on your keyboard.

32.) Select the Polygon Selection Tool. (red square)

33.) Look around your box. The BOTTOM of your box is where the black grid is. Make the Ignore Back-facing Checkbox checked. This makes it so the Polygon select tool only selects the polygons you see.

34.) Select all the polygons on the top of the box. You will have to make it so your camera is facing FROM the bottom of your box, so you can see the roof.

* 35.) To select more than one polygon at a time, you need to hold CTRL, click, and drag to select them.

* 36.) Once you select the top of your box, which is going to be the sky, look at the FAR right menu in 3ds Max. You will notice it has changed into two different menus. Edit Geometry and Surface Properties. Scroll down in the menu by hovering your mouse over it, pressing in the scroll wheel on your mouse, and move your mouse up. Scroll down so you can see the whole “Surface Properties” menu.

37.) Observe the sub-menu “Material”. This is where you texture your map, using the two bars.

- Set ID.

- Select ID.

38.) In the Set ID box type in “1” and click off of it.

39.) Using the same method as highlighting the top of the box, highlight all the polygons on the bottom of the box and make their MATERIAL ID: 2. Then click off them.

40.) After that, select the polygons that make up the rest of the box. If it makes it any easier on you, uncheck the Ignore Back-facing checkbox and select them. Make sure you only select the polygons that would make the “walls” of the box.

41.) Set their MATERIAL ID: 3. Then click off of them.

42.) To make sure you have all the proper polygons the proper ID, you should uncheck all polygons, by just clicking off the box once. Then, you should go to the SELECT ID tool which is located underneath the SET ID tool.

43.) Make sure the SELECT ID box is empty, click inside it, and type in “1”. (The number ONE (1) NOT lowercase L)

44.) Hit the Select ID button next to the text box you just typed “1” in.

45.) If you did your material ID assigning properly, the top ceiling of the box will become highlighted. NO OTHER POLYGONS SHOULD BE SELECTED NOW.

46.) You should do this check with all of the other material IDs. Once you’ve properly assigned material ID’s, we should be ready to start adding textures to your map.

OK. So, so far, were doing pretty good. If you've made it this far, congratulations. You've got the blueprints of your map made. We should probably save now. To save your .MAX file, click File, Save or Save As. This folder should be the default, but just in case its not, you should save it to THIS folder.

My Computer\ HP_Pavilion\ 3dsMax\ Scenes
Click on save.