Creating license plates - Part 2

It will be a simple modification of the tail for F16C-52 + CFT (Greek skin).

Step 1 - Read ***Creating license plates - Part 1*** by Buzz:

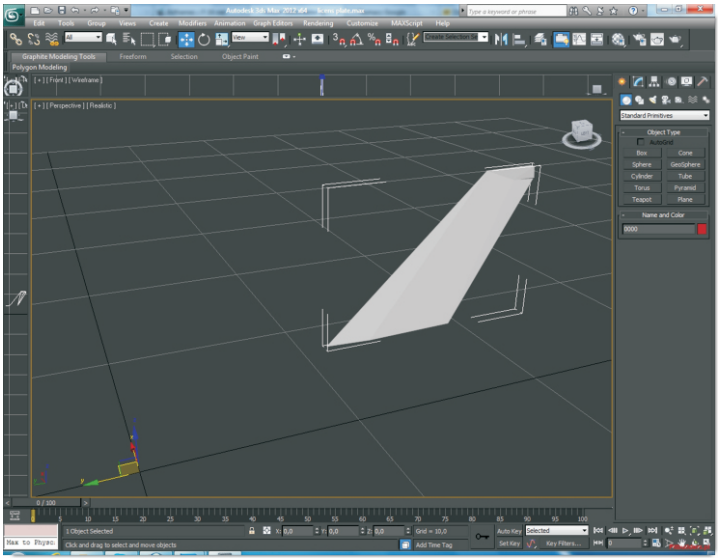
http://www.benchmarksims.org/forum/entry.php?140-Creating-license-plates-Part-1

Step 2 - After generating the LOD file, we need to do conversion to 3DS file. For this purpose we use LOD3DSCONV applications. How to do this can be found here:

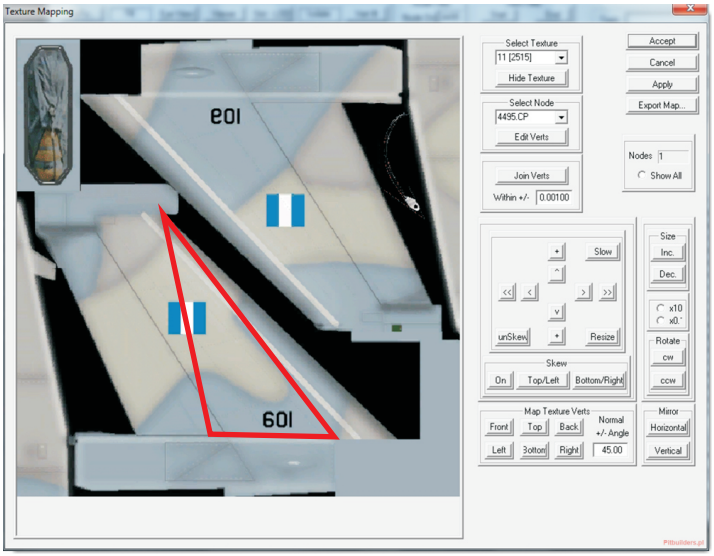
http://www.benchmarksims.org/forum/showthread.php?9961-The-easy-way-to-import-toys-for-3ds-Max

Step 3 - Now we import our file * .3ds (screen 1). We'll see the tail and we can start modifying the polygons. - It is very important not to change the position of the X, Y, Z. (Screen 2 - polygon on which we will change) The change pertains to only *(left and right side)* one polygon, you can delete the rest (screen 3).

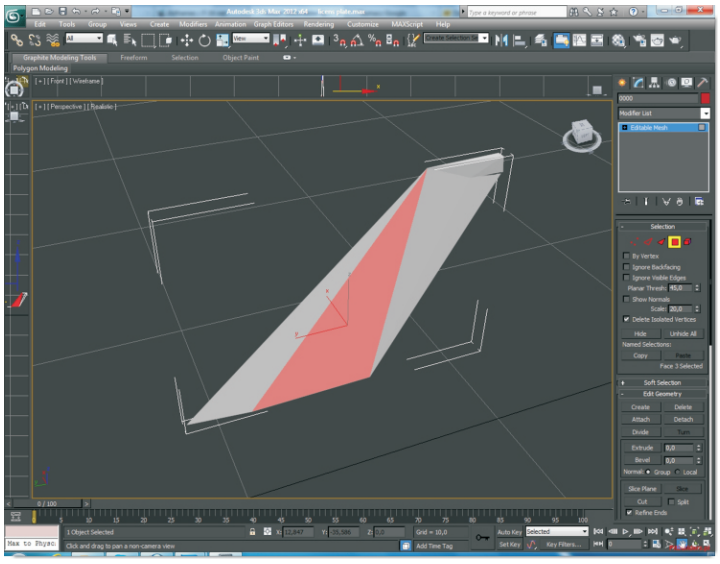
1



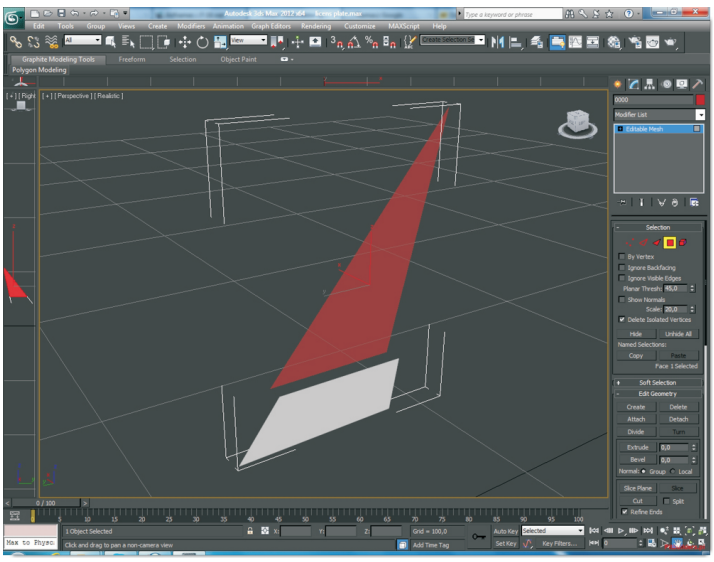
2



3



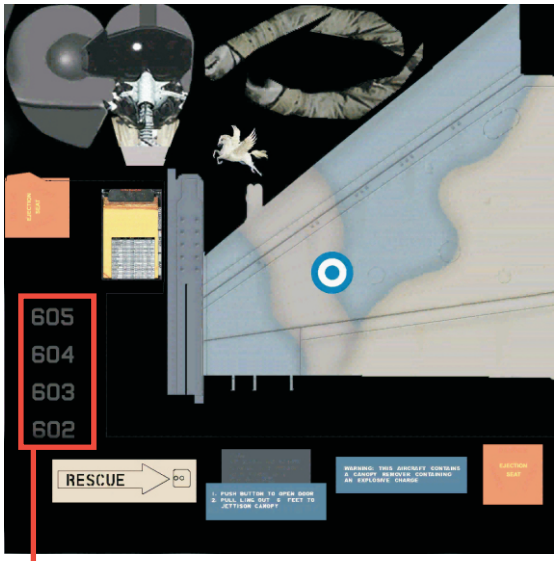
4



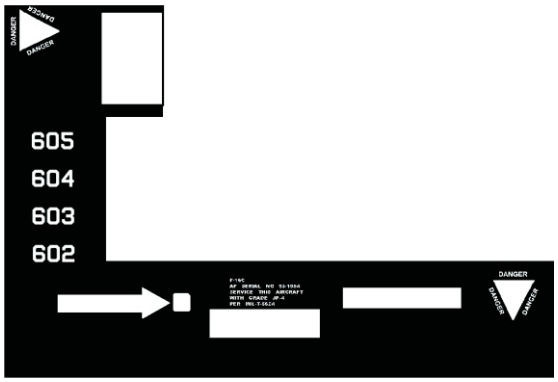
Step 4 - Since we are only changing number on the bottom, cut polygons to appropriate size. This will keep place on texture. (screen 4)

Step 5 - Now we can prepare our texture. We do not need to create a new,
we can use those that are already. It is important, the texture must be DXT3 format with alpha channel. We can use the free space on 2509.dds (screen 5). We also need to modify the alpha channel (screen 6).

5



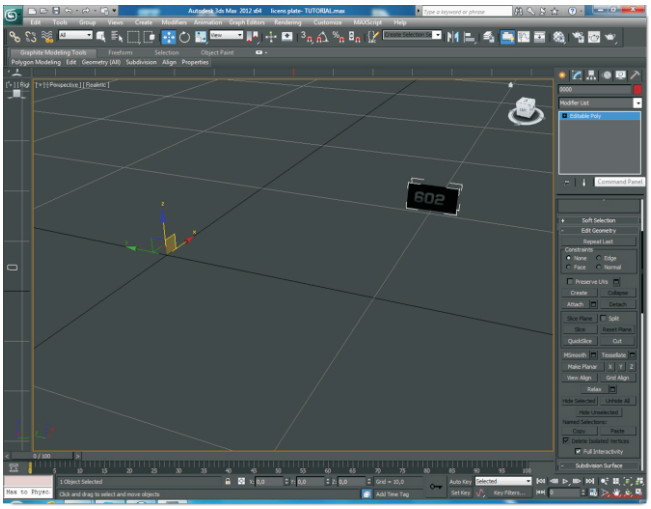
6



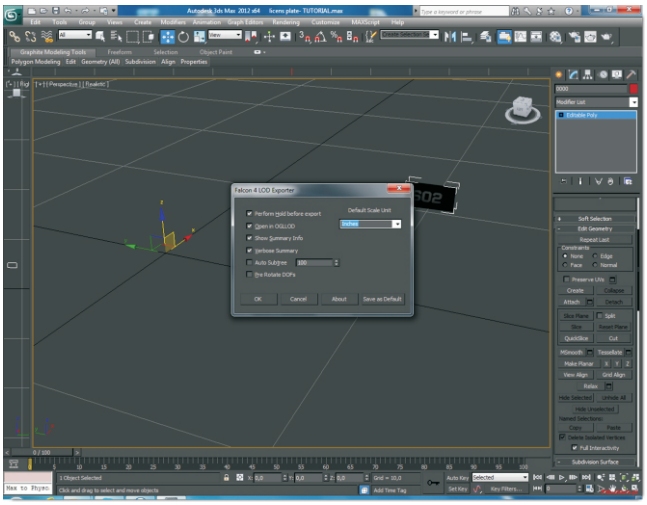
Added to texture (where the alpha channel)

Step 6 - Finally, after cutting polygons and create a texture map, we have something like this (screen 7):

7



8



Step 7 - We need to do four map-tex for each number separately (more on that later) If everything is correct, we can export our jobs to the LOD file. Important - when exporting... Default Scale Unit, change for Inches (screen 8).

Step 8 - LE (LodEditor) soon part 3.