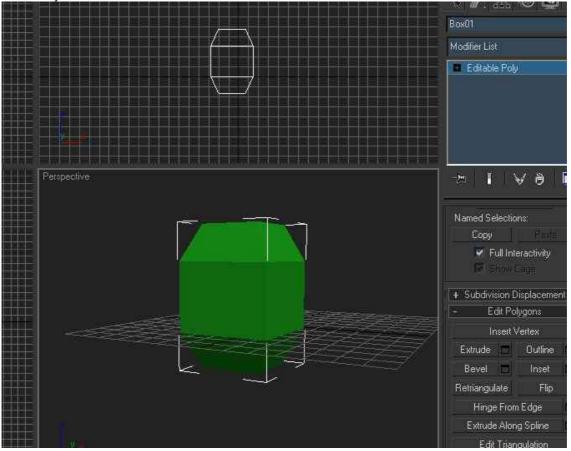
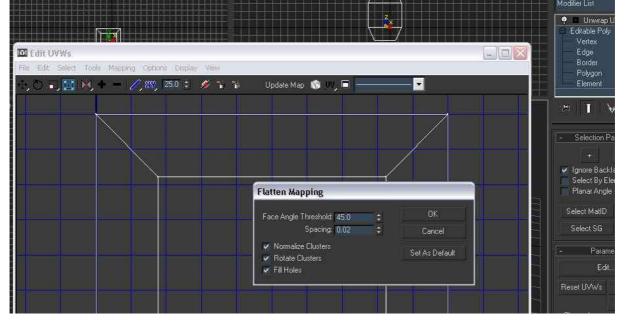
thedudemanguy's pic guide to getting your model in sandbox

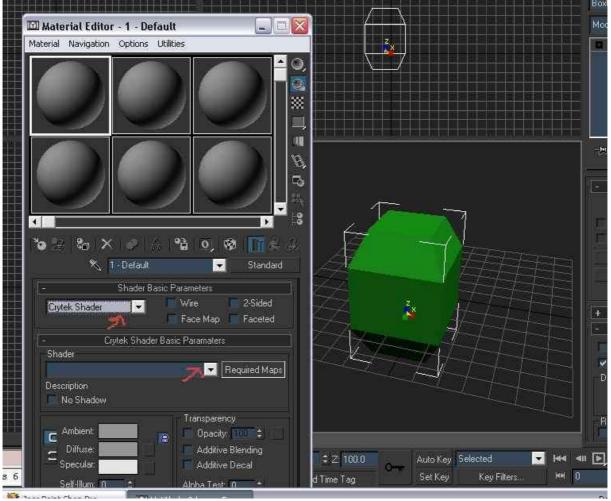


1. Ok, for starters we are assuming you installed the sdk and the exporter for max. Create your object, here it is just a box with 2 sides extruded then scaled smaller.

2. Give it a uvmap, this can be a complicated process you should look for tutorials online for, I've just used a simple flatten automation here available under edit tool in unwrap uvw in max.



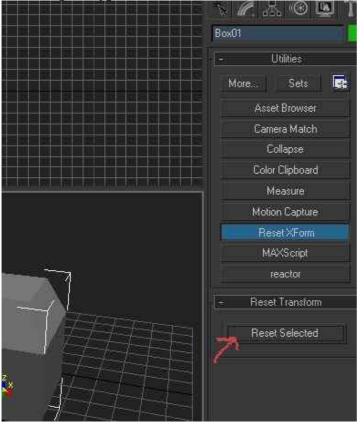
3. In the material editor (m key in max) you must use crytek shader, and notice below that where it says shader, if you put nothing your object will be INVISIBLE, you must put a shader, like tempbumpspec for example.



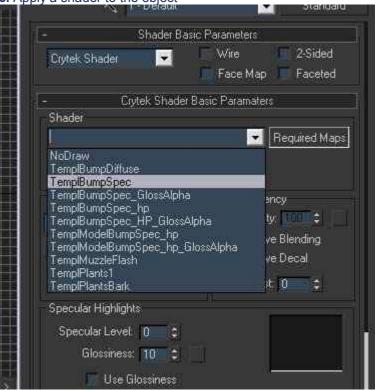
4. If you want your object to have decals when shot or sounds, use the mat selector and physicalize it (acutally haven't checked you may not need to physicalize it, that may be for physics?)

💐 1 - Default	Standard
Ambient Diffuse Specular Self-Illum: 0 Specular Highlights Specular Level: 0 Glossiness: 10 Use Glossiness	Additive Blending Additive Decal Alpha Test: 0
Material Physicalize	
+ Extended	Parameters

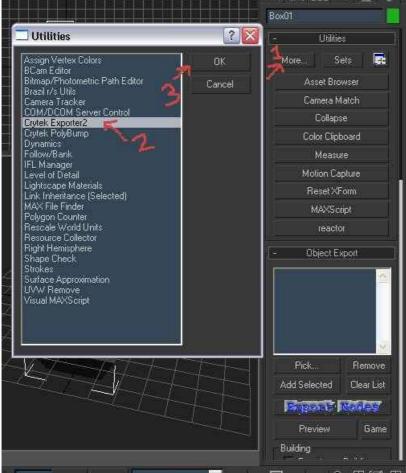
5. You can apply a diffuse texture, bumps etc in max in the material editor but I think it may give the wrong path and I'll show you how to do it sandbox anyway, so we are about ready to go, use reset xform for good hygiene.

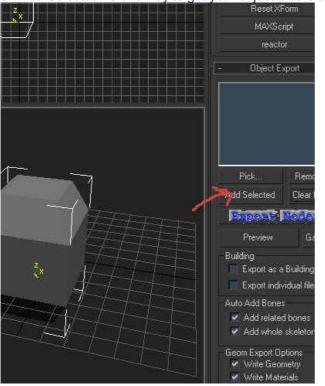


6. Apply a shader to the object



7. Open the CryExporter



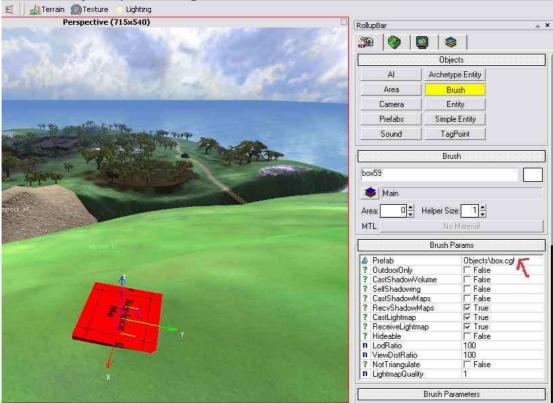


8. "Add Selected" is one way to get your object on the export list

9. Export node means export cgf - export it to anywhere in your far cry folder.



10. Open sandbox, put down a brush, the box object, and then change the object to your own, which will be where you exported the cgf to.



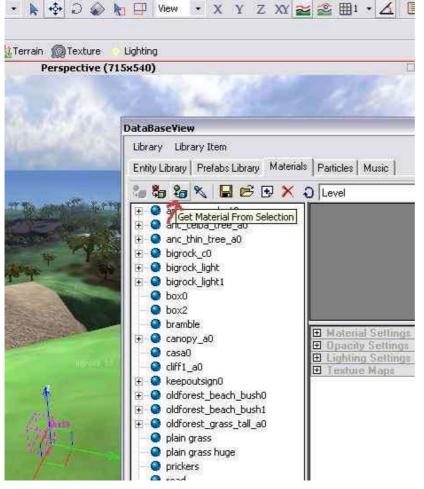
11. Here I've changed to my custom object.

	UDjects
AND THE REAL PROPERTY OF	Al Archetype Entity
	Area Brush
	Camera Entity
	Prefabs Simple Entity
	Sound TagPoint
and the second se	Brush
	box60
	Main
bigrock c7	Area: 0 🚔 Helper Size: 1 🚔
the second se	MTL No Material
a survey of the second second second	Brush Params
States - Andrew - Andrews	Prefab boxy.cgf OutdoorOnly False Control of the second se

12. Now pick "show data base view"...

Sound Game Tools	Window Help	
💠 🕽 🍙 👆 🕀	 ✓ Show Toolbar ✓ Show Rollup Bar Show Track View 	
Perspective (715x540)	Show Data Base View	RollupBa
1. Carl	Show Console Num 0 Show Status Bar	
1512 12	VindowsXP Look	
		box59

13. ...and get material from your selection.



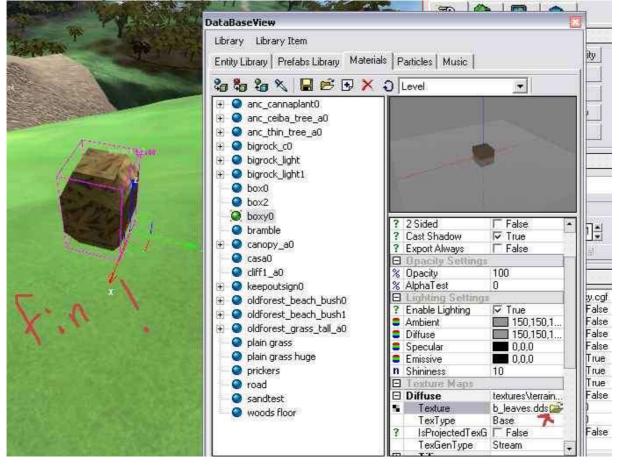
14. You can just hit ok, or if you want folders for your things, that's what group is for.

Image: Second	Music
Group Name	
Name	
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OK Cance	Itm
E Skeepoutsign0	ttin no mops

15. Pick your material out from the list to prepare to edit it.

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bigrock_light		
bigrock_light1		
box0		
box2		
ο μοχγθ		
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canopy_a0	≣ Shader	nodraw
casa0	? Additive	False
	? Wireframe	False
cliff1_a0	? 2 Sided	☐ False
😔 keepoutsign0	? Cast Shadow	🔽 True
oldforest_beach_bush0	? Export Always	🗖 False
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oldforest_grass_tall_a0	% Opacity	100
2 Construction of the second se	% AlphaTest	0
💿 plain grass	E Lighting Settings	
💿 plain grass huge	? Enable Lighting	True
prickers	C Ambient	150,150,1
road	Diffuse	150,150,1
		- 000

16. Now you can edit and play if you like, change the diffuse, bump, gloss, shader, whatever... there are lots of settings to make your graphics unique in far cry.



Problems? See http://www.crymod.com/index.php?templateid=showposts&fid=10&tid=162