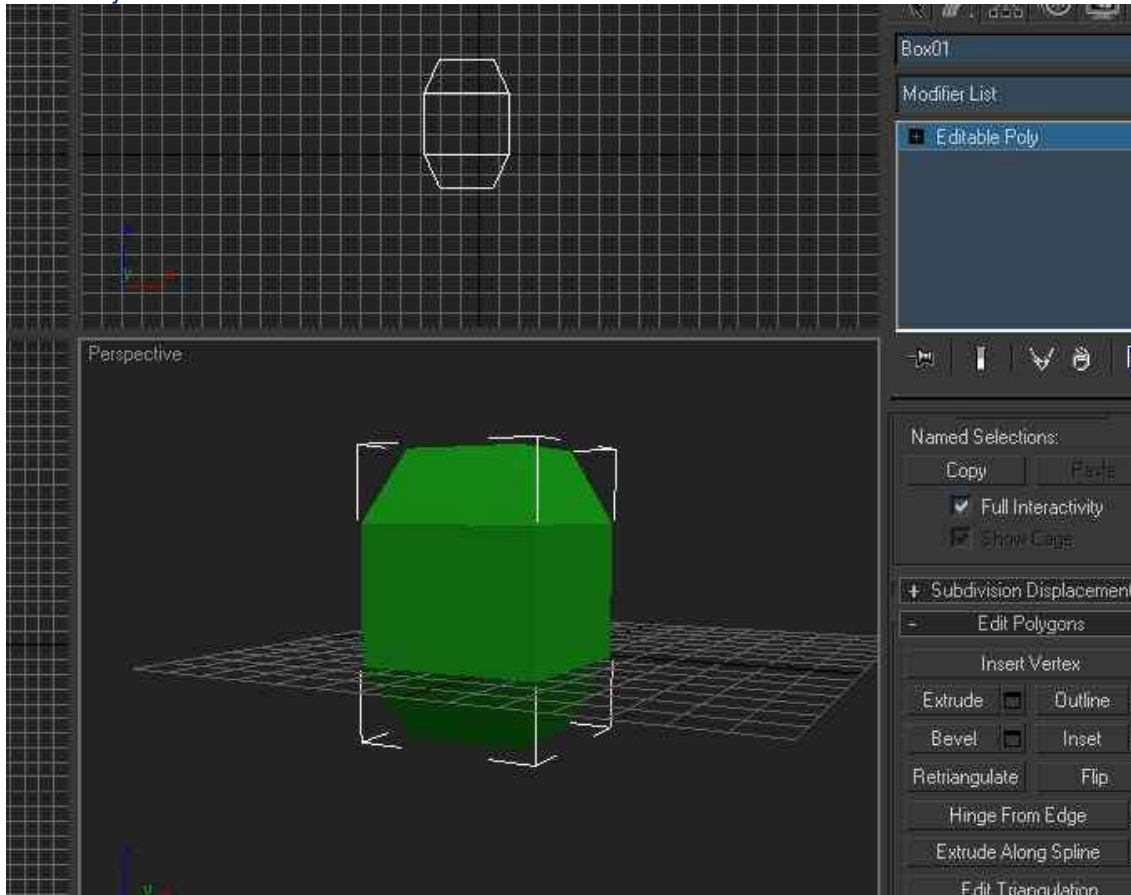# thedudemanguy's pic guide to getting your model in sandbox

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 avaible under edit tool in unwrap uvw in max.
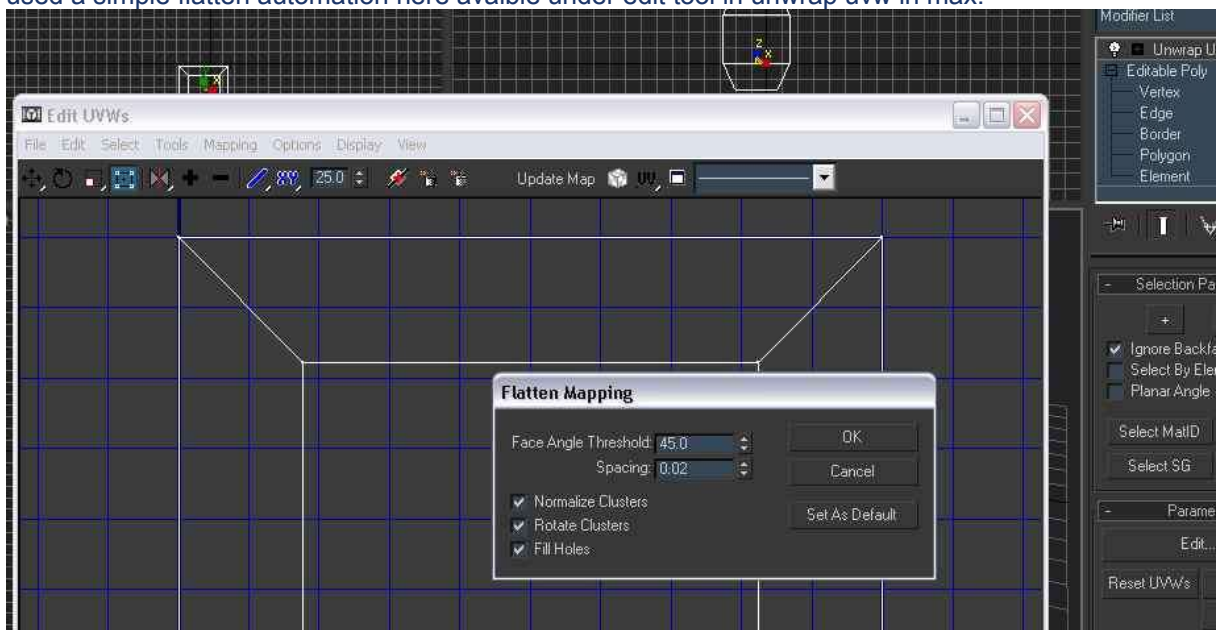
3. In the material editor (m key in max) you must use crytek shader, and notice below that where it says shader, if you put nothing your object will be INVISIBLE, you must put a shader, like tempbumpspec for example.
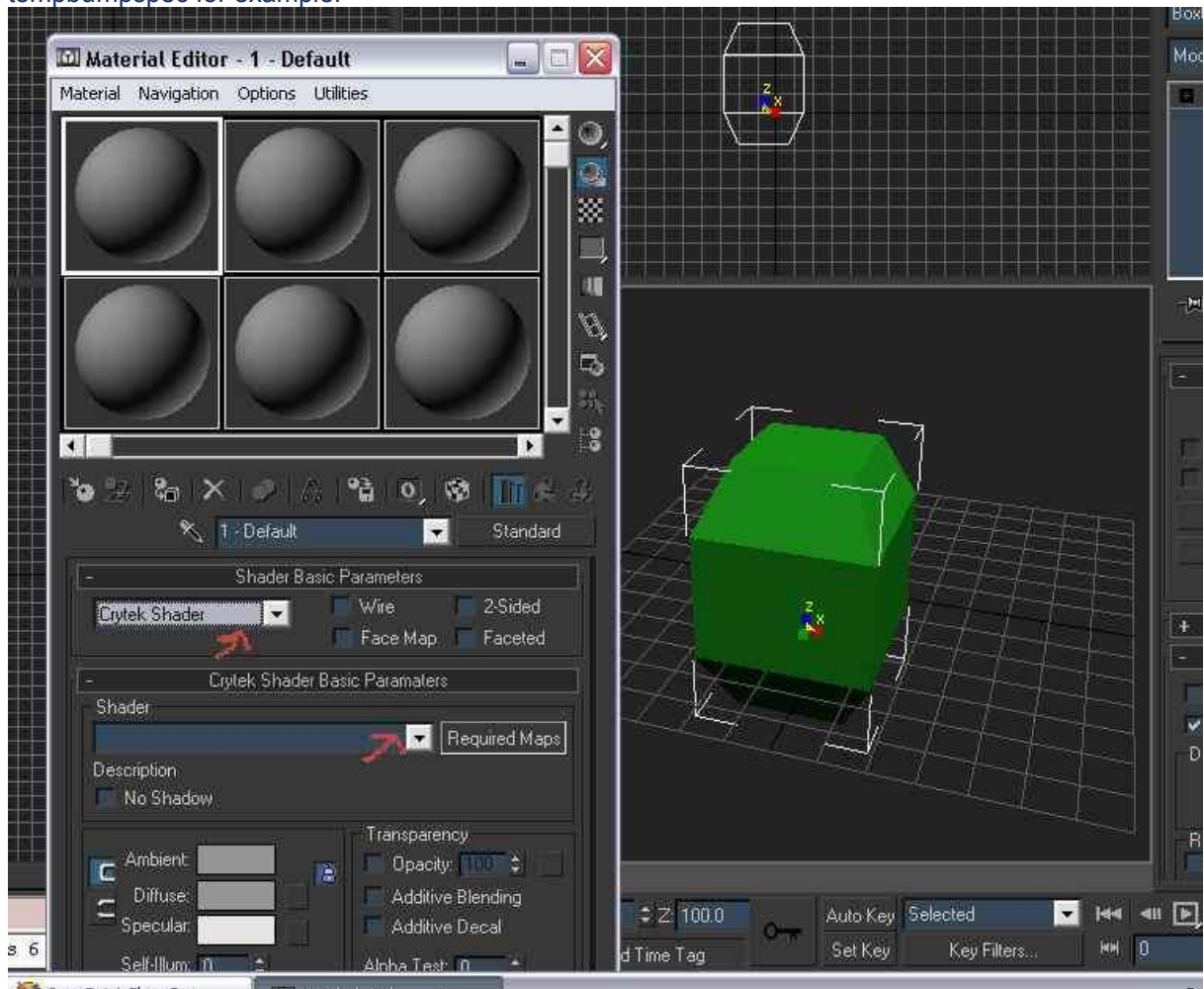
4. If you want your object to have decals when shot or sounds, use the mat selector and physicalize it (acutally haven't checked you may not need to physicalize it, that may be for physics?)
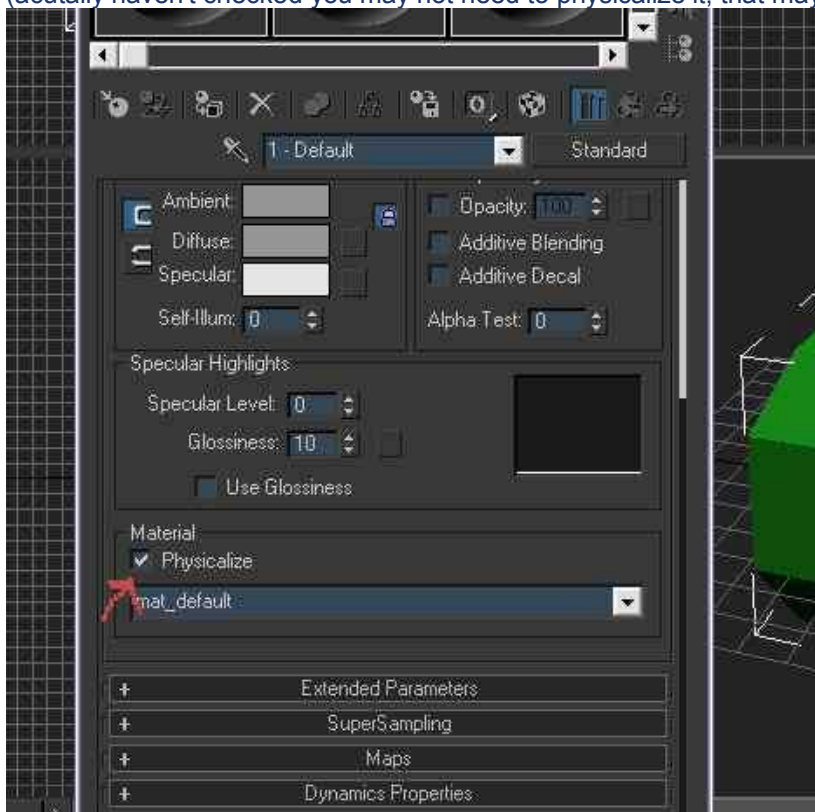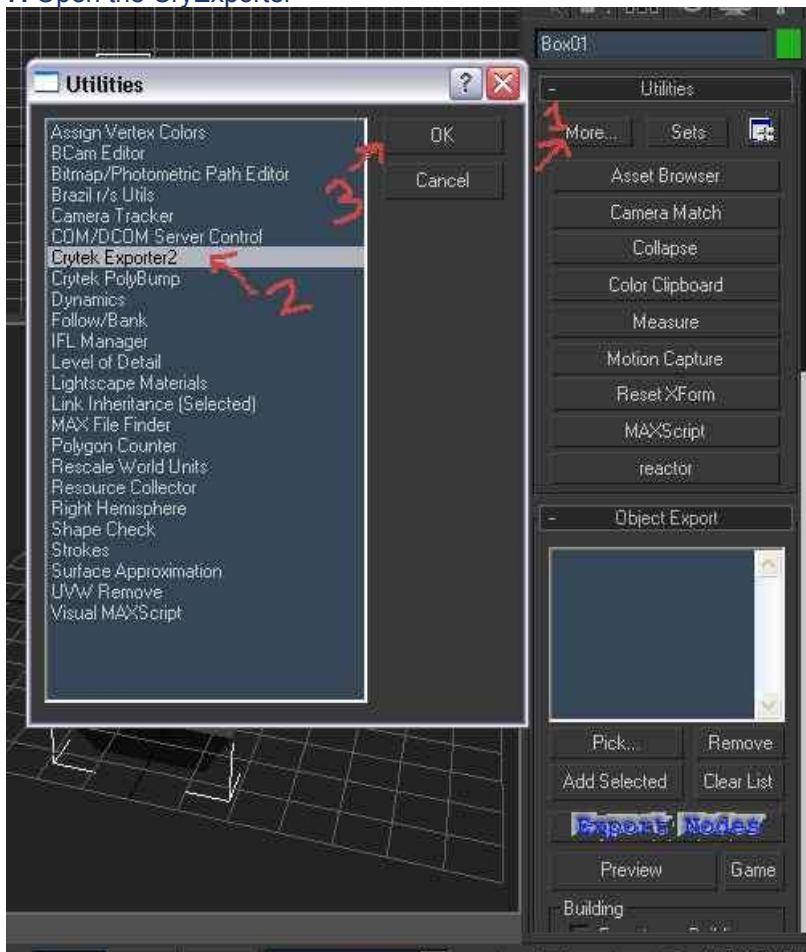

5. You can apply a diffuse texture, bumps etc in max in the material editor but I think it may give the wrong path and I'll show you how to do it sandbox anyway, so we are about ready to go, use reset xform for good hygiene.
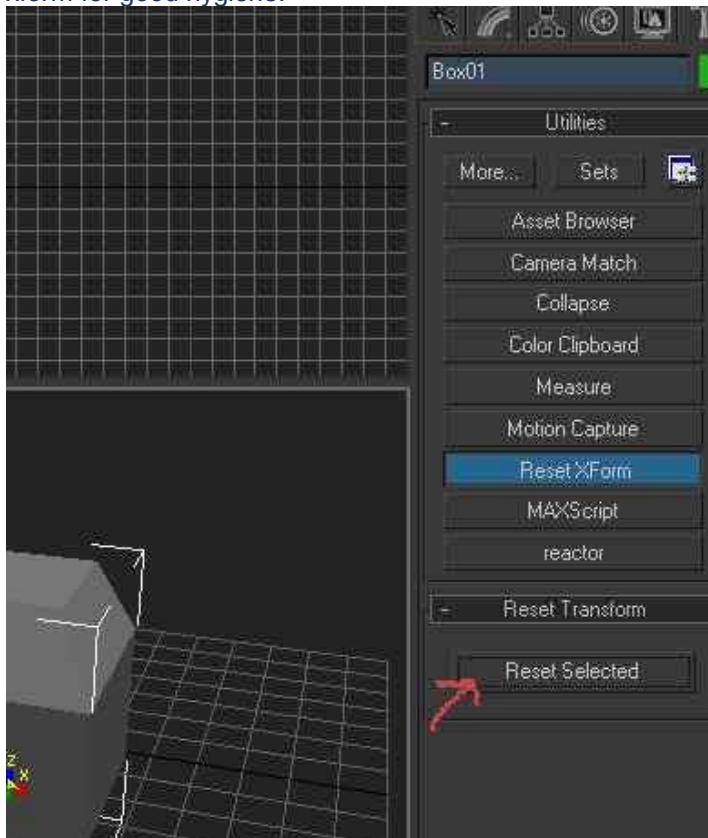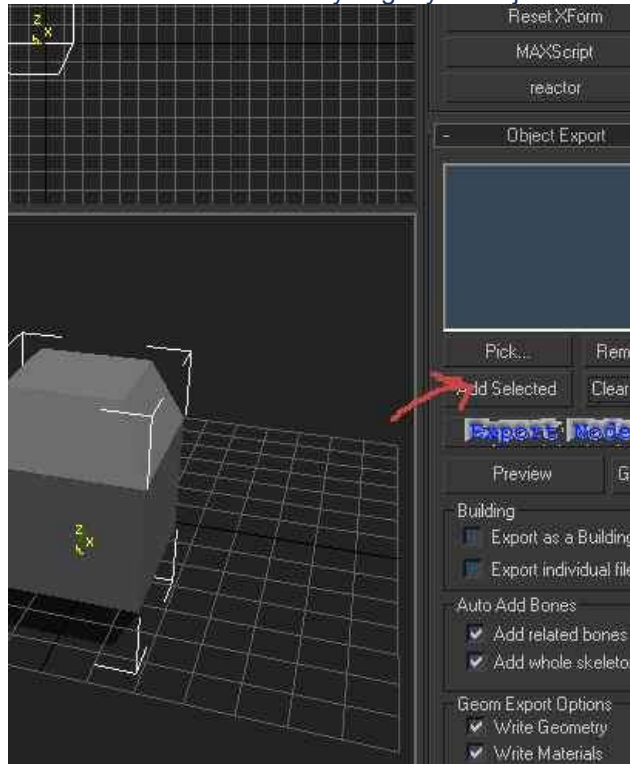
6. Apply a shader to the object
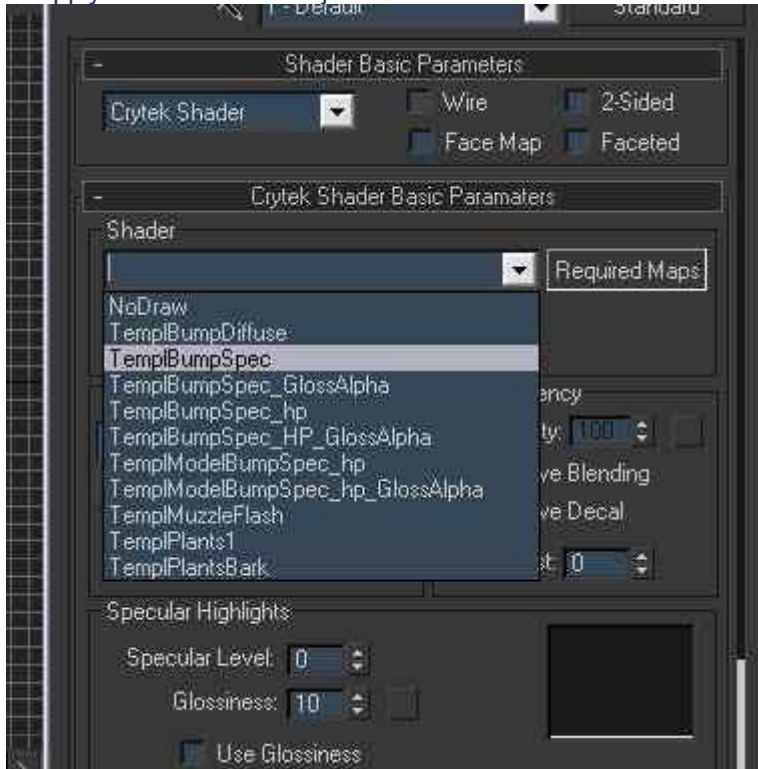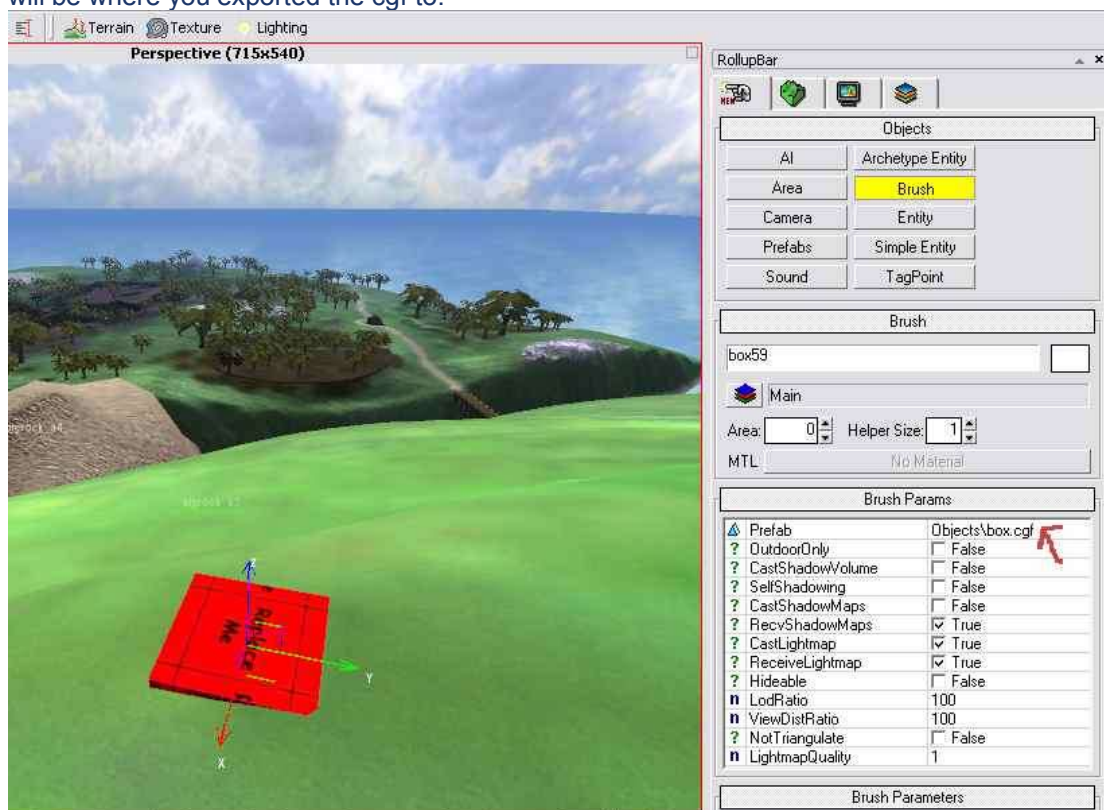

7. Open the CryExporter

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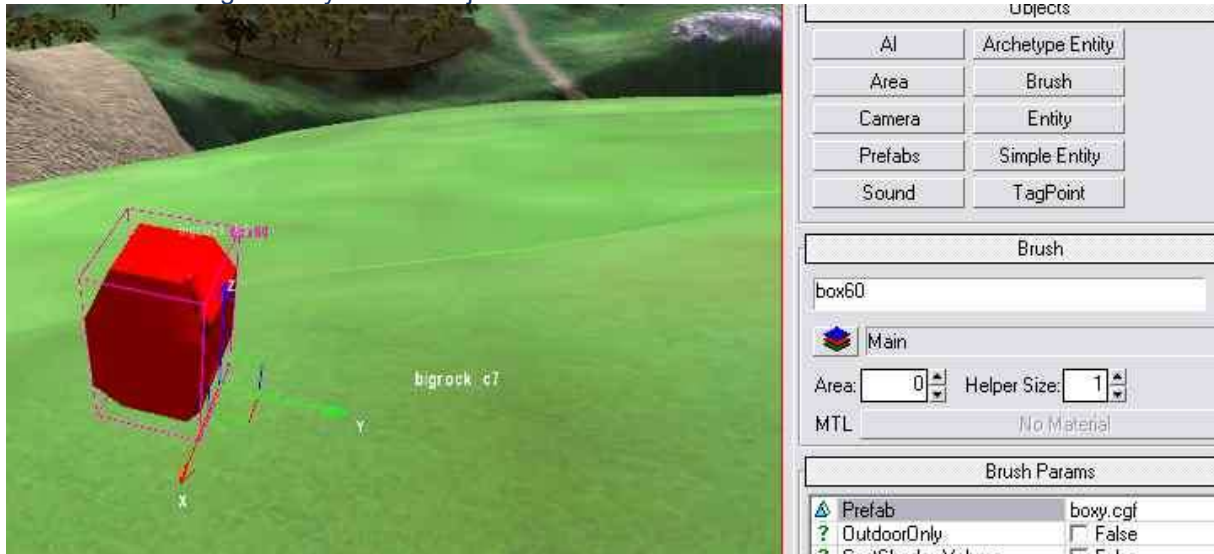

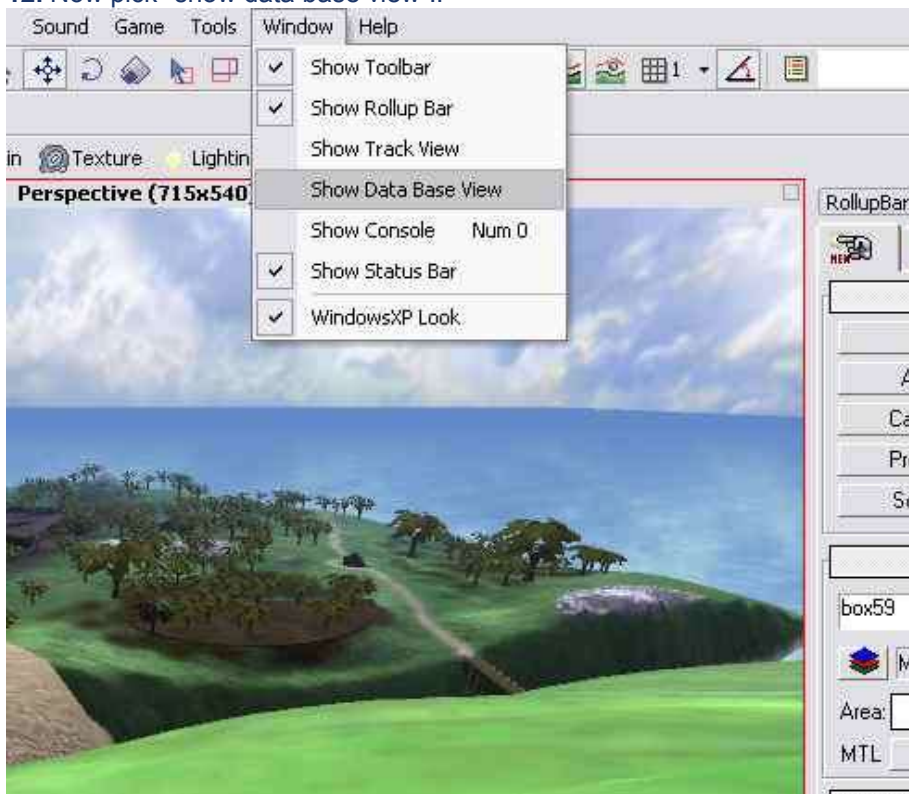**9.** Export node means export cgf - export it to anywhere in your far cry folder.

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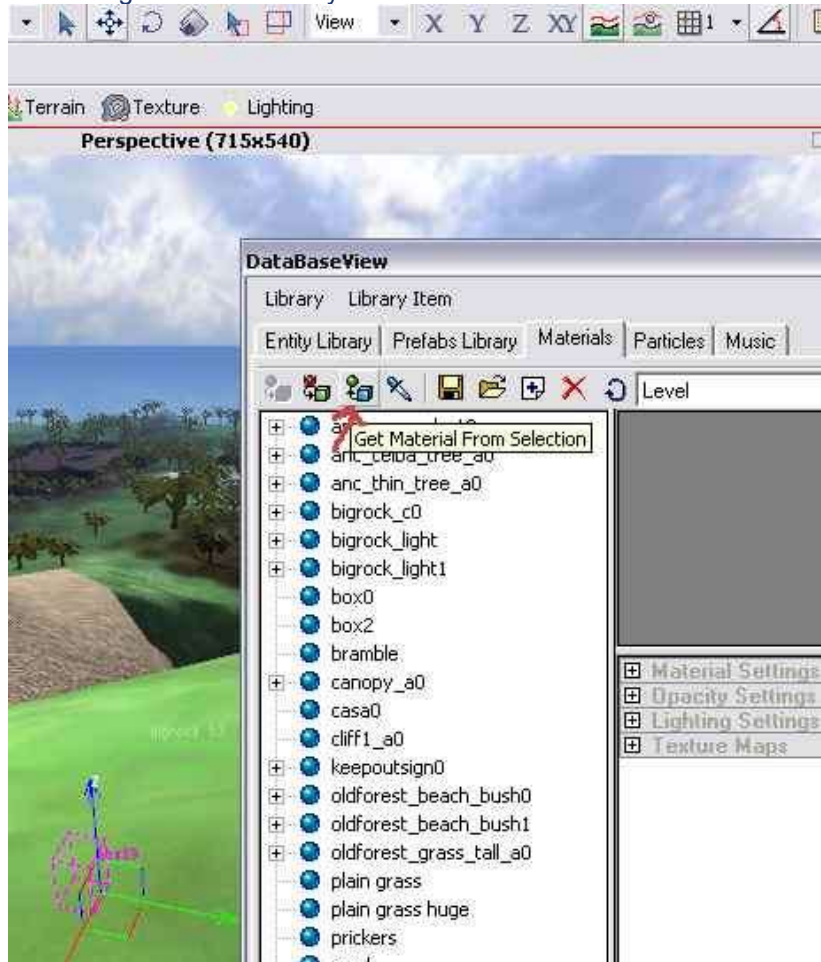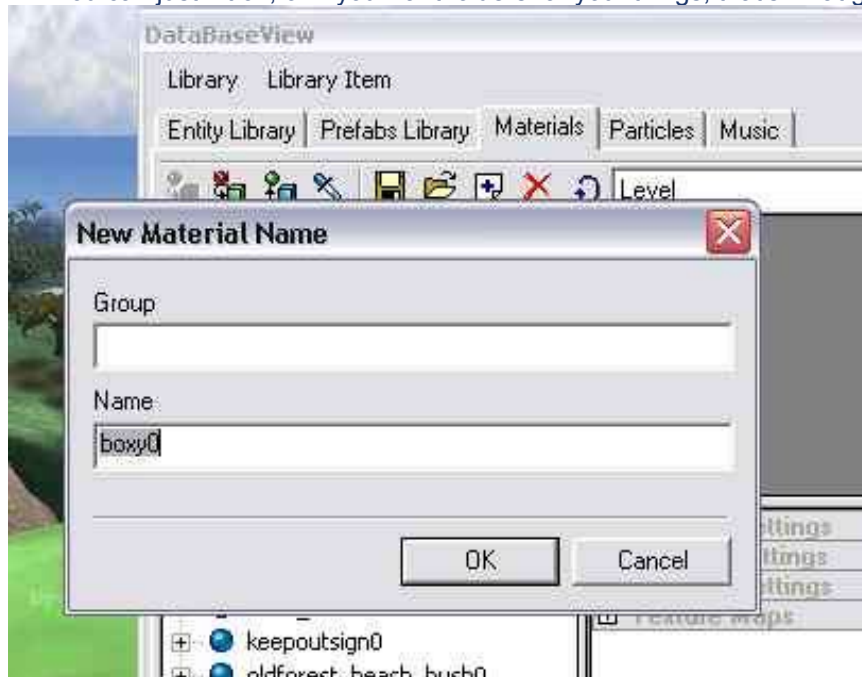
11. Here I've changed to my custom object.

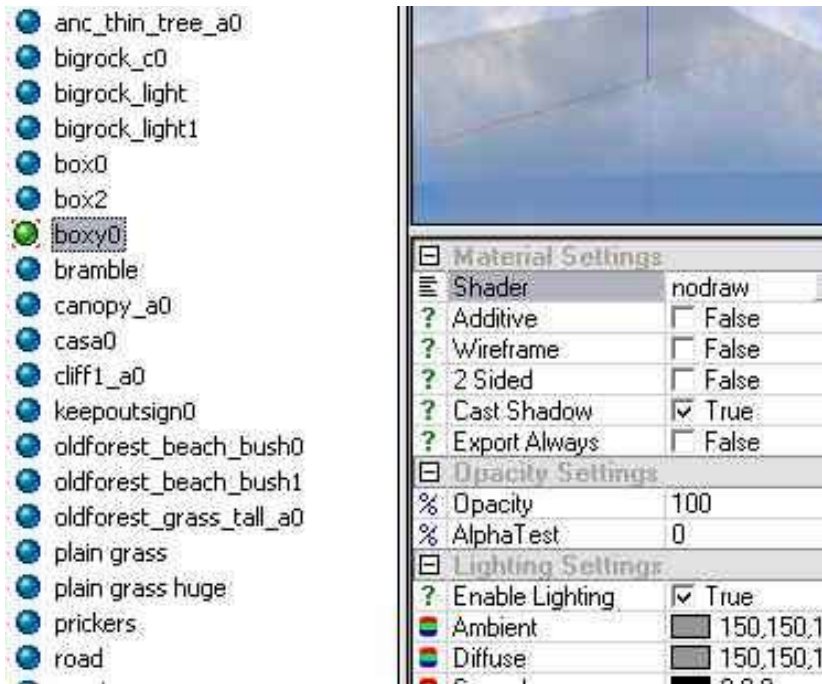**12.** Now pick "show data base view"..

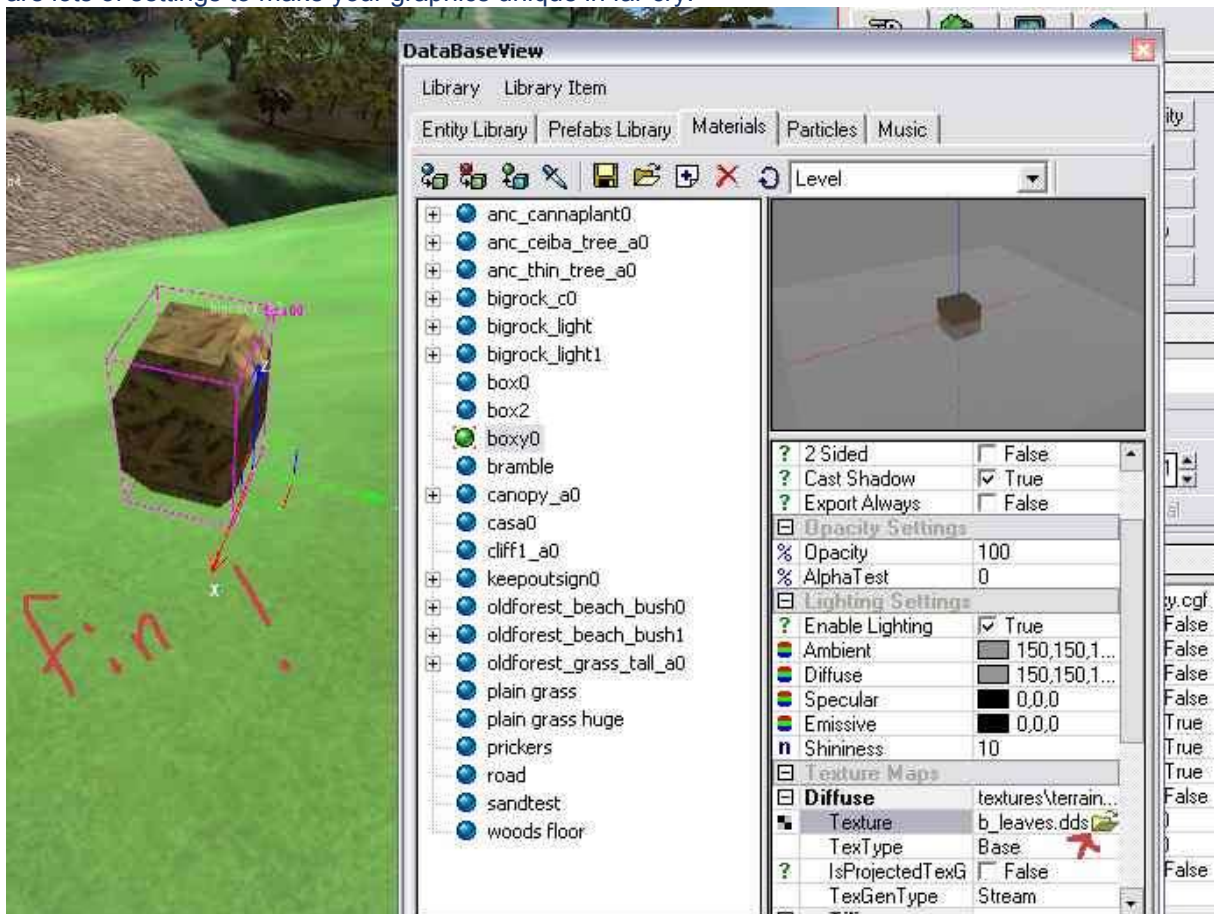**13.** ..and get material from your selection.

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

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

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