

**Kastha**

**HELPI EXPORTING NIF'SIII PLZ HELP ME PLEASEIII**

**ALL MY MODELS HAVE A BLUEISH/PURPUL TING!**

**I`m an amature. I`ve installed the nif Importers and exporters. Ive imported an original body part mesh(faces, hair, groin etc) and tesselated it, smoothed it etc. I export it into the morrowind folder using the following settings:**

**animation: use app time is ticked, include in nif, 1:1**

**exclude duplicattes: zbuffer vertex colors**

**Export: Morrowind preprocsecors and optimize.**

**I have only tesselated and smoothed the models(manually), and have added nothing else.**

**THE BLUISH PURPLE SHADE GOES AWAY WHEN BRIGHTEN LIGHTS IS TURNED ON IN THE EDITOR!. IF THE MODEL IS CLOSE TO A LIGHT HE BLUEISH PURPUL SHADE DISSAPATES!.**

**plz plz PLZ! tell me what im doing wrong.**

**ps, im using 3dsmax 4.2**

*Edited by Kastha (12/08/02 09:28 PM)*

**KorgX3**

**Re: HELPI EXPORTING NIF'SIII PLZ HELP ME PLEASEIII [re: Kastha]**

**I had the same problem for the longest time and it really disturbed me. It seemed to come if you imported a NIF file and didn't remove the original textures from it, for one. Anytime I import a texture nowadays, I go to the Utilities tab, select More..., and find the UVW removal tool. Select your mesh and click both UVW Remove and Material Remove. The Utility tab is in the lineup of tabs that have selection, modify, heirarchy, motion, etc.**

**Next, when you modify your new material, you want to change the shader method in the Materials screen to TES Shader instead of the default Blinn setting. Then, click all three color settings for Ambient, Specular, and Diffuse and set them all for white. You can leave emittance as is.**

**When exporting, just use the default settings. You definitely don't want to export lights as it makes your mesh look all funky in-game.**

And that ought to do it for you! I spent hours trying to figure out what caused this and got plenty of help here for it. At least, what I described above work for body parts and such.

Good luck!

lostkiwi



**Re: HELPI EXPORTING NIF'SIII PLZ HELP ME PLEASE!!!** [re: KorgX3]

Oh excellent. I asked this exact same question a couple of weeks ago and it never got sorted. My next idea was to remove the textures and start from scratch - glad to see that it should work.

While we have some knowledgeable people online perhaps you can answer another query that has been plaguing me. Any idea how to use get transparency to work in 3DS and import to .nif? I can use transparent .dds files as a blinn texture but not using the TES shader. Exporting as a .nif file with the transparencies set up as blinn doesn't work either. Any ideas?

lostkiwi



**Re: HELPI EXPORTING NIF'SIII PLZ HELP ME PLEASE!!!** [re: lostkiwi]

Anyone got any ideas for my earlier question? ^^^

GouRou



**Re: HELPI EXPORTING NIF'SIII PLZ HELP ME PLEASE!!!** [re: lostkiwi]

I found the root of the import > export with bluish cast problem, it seems that for the materials in the scene, speculate is being changed to blue, so it gives all the shadows a bluish cast, if you make a new material for each material already in the scene, and instance it, then change it, it changes the original material, and changes the speculate back to white, so it works again

I am still working on the alpha, I'll let you know in a PM if I get it figured out

Nomad917

**Re: HELPI EXPORTING NIF'SIII PLZ HELP ME PLEASE!!!** [re: Kestha]

Ok I just went thru a shading problem. This is what you do. Make sure you use the TES Shader, it's under shader basic parameters in the material editor. Set Ambient, Diffuse, and Specular all to 255,255,255, which is white. Set Emission to 0,0,0, Black. Then load the texture you're using and apply it to your mesh. When you export the mesh into a .nif it will match the same as the ones in the game in color tone. I spent a lot of time to figure this out, since there were no instructions on how to do this in the first place. Hope this helps.