

---

Subject: 2 questions on Gmax

Posted by [Anonymous](#) on Mon, 10 Feb 2003 17:11:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

When you render a model (like in 3dsmax, [render->reder scene->render]), the program takes out all the grids, and stuff and ads lighting, shades, shadows(if you tell it to), all to make it look pretty to show it off...The reason i was looking for a gmax-.3ds converter was so that i can bring it into my 3dsmax and render it to put it on my site...Thanks, that's a very good idea... I'm going to dl tempest, open up the .gmax, export to .3ds (if it can't, than i'll export to .md3 and import that into one of my quake3 tools, than export to .3ds...) And render it in my 3dsmax...

---