Subject: export from g-max to Rhino?
Posted by Anonymous on Sun, 09 Feb 2003 22:19:00 GMT
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Rhino can export to the 3ds format and g-max has no troubles importing and converting the models. But what I am trying to do is export the base layout templet(Gdi and Nod bases) so that I can open it in Rhino. I do all my work freehand style, using only visual refrences to make the models. I just use the grid to keep everything aligned. So having the buildings to start with would make it easier to layout the shape and size of the map. Also It gives me a refrence for what size to make the ramps and tunnels for infantry/vehicles.