Subject: W3D to gmax Importer - Updated!
Posted by Anonymous on Mon, 03 Feb 2003 19:21:00 GMT

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quote:Originally posted by Ingrownlip:I don't think you should go any farther with the import though, as the basic mesh is good enough. It's really too bad we can't stop people from pirating models.In my opinion, importing and viewing someone else's model is not a problem. It's a great opportunity to learn from another's work and to appreciate all the effort that goes into it.That said, I am definitely against ripping off other peoples work - using it without their permission and passing it off as one's own. But I think the benefits of a w3d importer outweigh the potential for piracy.