quote:Originally posted by steggyd:Sounds like too much work. Maybe you should build everything from now on in 3dsmax until you get to the texturing, then export it to gmax. That way you have it in both formats.It's like talking to a wall!   I just want to export to .3ds so i can render it in 3dsmax to put on a site, that's all...As far as i can tell gmax doesn't export to .3ds, so i'm looking for something that would...And why would I do the texturing in gmax if i did the modeling in 3dsmax? what makes you think gmax would be any better/easier to texture a model than 3dsmax?