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Subject: Changing the axis of rotation in gmax/renx  
Posted by [Anonymous](#) on Fri, 03 Jan 2003 13:58:00 GMT  
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<- assume this is the side view of an object in gmax or renx| <- assume this is the same view, but the object is rotated 90 degrees| <- this is the same object rotated 180 degrees| <- and this is the object rotated 270 degrees| Go it? now.../ <- assume the object is tilted back, say, 30 degrees| <- this is what the object would look like when rotated on the same axis as before It's not the same! What I would like to know is how to tilt the axis of rotation for an object so that when rotating, it stays the same and looks like this: \ all the way around Can anyone help me? [ January 03, 2003, 17:59: Message edited by: HotWire721 ]

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