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Subject: Models and texture question

Posted by [Anonymous](#) on Sun, 08 Dec 2002 02:53:00 GMT

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Dante has a sweet model exchange, but U really should try using GMAX/RENX to make that arch. Its not that hard once U start playing with it. also Use PSP or Adobe to make textures. I have used WinPaint and then used Adobe to convert to TGA format.

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