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Subject: Worldcraft Mapping Vs Gmax Mapping  
Posted by [Anonymous](#) on Fri, 25 Oct 2002 17:28:00 GMT

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I'm an Old School Worldcraft Mapper. I've done many Doom, Quake and Half-Life/TFC Maps in the Past. Worldcraft seemed like a Dinasaar with so many hoops you had to jump through to make things work right. Now I'm taking interest in Renegade Mapping, however I've never used Gmax before. I am, however, a 3D Studio MAX Veteran and from what I hear, Gmax is like MAX-Light. My question to the GMAX community is: How easy is GMAX to learn? Is it worth making the Switch and what are the Pros and Cons of use? On that note, I suppose some good Tutorial Links, Specifically related to Renegade would be a great help to Thanks guys [ October 25, 2002, 18:05: Message edited by: MegaPixel ]

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