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Subject: Question about modeling in Gmax...

Posted by [Slash0x](#) on Thu, 07 Oct 2004 23:14:00 GMT

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You create a box object and place it where you want to creat the model. Go to the front/left viewport and it will be like drawing on a piece of paper (as long as you don't do any view rotating, view moving with the hand icon is fine).

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