
Subject: Re: Faked "Lightmap" Creation in 3D Studio Max - A Tutorial
Posted by [Goztow](#) on Mon, 19 Dec 2005 12:38:25 GMT

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Ah come on, read between the lines, man...

I don't say YOU need to do it, i say even if it isn't all that difficult, they still are doing it and therefor can get credit for it.
