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Subject: Re: how do people do this?

Posted by [Mad Ivan](#) on Fri, 25 Aug 2006 00:52:29 GMT

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You create the model in 3D Studio Max, apply any needed materials/textures/whatever, render with 3D Studio Max in the desired position(s), save the render(s), open it(/them) with Photoshop, cut what you don't need, apply a background (eg. a view of the Whitehouse or something), add effects (like lightning in the sky, etc), apply any other filters you need and Ctrl+S.

There are a lot of other ways of doing this.

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