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Subject: Gmax>3ds

Posted by [Sir Phoenixx](#) on Sat, 31 May 2003 21:29:07 GMT

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Get the Quake 3 tempest gamepack from Discreet.

Open up the .gmax in there (it will give you an error about a missing w3d file or something, just hit ok)

export to .md3 (Quake 3 Model file)

get a program that can import/open .md3 and can export to .3ds (like milkshape, or lithunwrap, or unwrap3d, etc. Just search for Quake3 .md3 converters.)

open/import the .md3 in that program, export to .3ds.

Import that .3ds file into 3dsmax.

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