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Subject: Re: Re-export stealth tank

Posted by [Slave](#) on Fri, 18 May 2007 19:25:05 GMT

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Thanks, but at this rate im afraid it will never get done. As a first timer this is just too ambitious. Also, none of the tutorials seem to cover it all...

Also, as a reward, the gmax file i had is now officially fucked up.

What I did so far was the following:

- import the stank
- remove the LOD junk
- select what I wanted to be shiny, and added a bumpmap
- made the bones invisible, and fixed the worldbox
- Tried to do what Jerad told me to do
- export

Also, I failed to find this Origin you were talking about Jerad.

If an more experienced person is able to fix the stank in gmax format, ready for export, that would be greatly appreciated.

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