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Subject: Re: I need help in 3ds

Posted by [GrayWolf](#) on Fri, 15 Jun 2007 07:44:23 GMT

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I got it. The reason it looks so shitty is because for some reason thats the way it looks in 3ds and in gmax... but after its rendered in 3ds max or renegade it looks like it should. Ok thanks for your help guys.

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