
Subject: Re: A Proper GMAX Tutorial

Posted by [bisen11](#) on Sun, 14 Oct 2007 05:03:43 GMT

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You obviously don't know how to model in general then. So just mess around a bit and learn how to model... all oyu really have to do is make a box though. You will also need a texture to add to your door for what it looks like, so if you can't fine one then you will have to make your own. Then apply it to the door.
