Subject: Re: Resize a model without RenX
Posted by Veyrdite on Fri, 20 Jun 2008 07:50:03 GMT

Those bones were resized in RenX/3dsmax Ferk. He probably wants to know how to resize tiles or vehicles.
EDIT: Spider-man-bone

File Attachments
1) s_a_human.w3d, downloaded 82 times