Subject: Re: Render scene in Gmax/RenX
Posted by Veyrdite on Sun, 21 Sep 2008 01:58:55 GMT
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No eh? I seem to have got it working.

I found out I had needed to set the global light's range up. Shame about the 8-bit colour though.

File Attachments

1) rf_teapotGMAX.png, downloaded 309 times

2) rf_teapotGMAX.jpg, downloaded 672 times