Subject: "Renegade" model Posted by YazooGang on Sun, 15 Nov 2009 03:44:36 GMT View Forum Message <> Reply to Message

So i was bored and wanted to learn something new with 3ds max.

I decided it would be best to learn the floating geometry and turbosmoothing and or splines.

I used this tutorial: http://cg.tutsplus.com/tutorials/3d-art/using-splines-to-add-detail-to-your-high-poly-model-in-3ds-max/

Here are the results of mine

Please rate!

File Attachments

1) renped.jpg, downloaded 699 times

Page 1 of 2 ---- Generated from

Command and Conquer: Renegade Official Forums

