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Subject: OT: Microsoft have a nice big fine!

Posted by [IRON FART](#) on Sun, 28 Mar 2004 22:03:22 GMT

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Quote:

Do you even do 3D animation or modeling? Who the fuck buys a Macintosh for 3D animation or modeling when a standard personal computer can do that and everything else a Macintosh can do?

That's a waste of money. My computer handles 3D animation just fine, I don't need a fucking Macintosh to do it.

pfft

Windows handles games best overall. But when you want it to work with high-end graphics, it turns into a high tech shit box. Sad but true.

It can handle low poly graphics. Have you tried using 3dsmax to render simple objects with some kind of PArray or lighting? Takes a while doesn't it?

You can't realistically make a short movie or render something with a bit of complexity on windows. It just doesn't happen.

3dsmax, Rhino3d, Maya, Lightwave3d, Photoshop (and all Adobe products), Final Cut Pro, Wildcat cards... All made for Macintosh simply because its better on a Mac.

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