
Subject: ...: Calling all 3D Artists ::...
Posted by [Madtone](#) on Mon, 27 Sep 2004 18:43:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Worth a look:

<http://news.deviantart.com/article/16135/>

Subject: ...: Calling all 3D Artists ::...
Posted by [Dan](#) on Mon, 27 Sep 2004 18:49:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'd enter, but I'm no where as good as those sample pictures.

Subject: ...: Calling all 3D Artists ::...
Posted by [Dishman](#) on Mon, 27 Sep 2004 20:05:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

I vote for Madtone

Subject: ...: Calling all 3D Artists ::...
Posted by [icedog90](#) on Mon, 27 Sep 2004 20:59:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm not a cinematic modeler, lol. Try asking Sir Phoenixx, I remember something about him being a cinematic modeler.

Subject: ...: Calling all 3D Artists ::...
Posted by [Sir Phoenixx](#) on Mon, 27 Sep 2004 21:07:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Not just any 3D submission will fly, though. Since DAZ is one of the co-sponsors for this contest, one of the key rules of the contest is that the artwork must incorporate digital content offered in the DAZ Online Store (including the free content packaged with DAZ|Studio). How well you use DAZ products will naturally influence the impact of your submission on the judges. After all, this is a promotional calendar for DAZ Productions.

^^^

As in, they provide the assets, you just artistically put them together in a scene.

Subject: ...: Calling all 3D Artists ::...

Posted by [Aircraftkiller](#) on Mon, 27 Sep 2004 21:12:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

I messed with it. That Daz|Studio program is incredibly clunky and useless. Even gMax is a better program...

You cannot make ANYTHING but those scene assets, so everyone's entries are going to look almost identical. I gave up after 10 minutes and went on to doing something useful. This is just a publicity stunt to get people to use a shitty program.
