Subject: has anyone made the SP Hand Of Nod exterior?
Posted by Anonymous on Sun, 05 Jan 2003 04:28:00 GMT
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Its missing from buildings.zip but I was thinking that someone might have re-created it.Perhaps someone doing stuff with w3d->gmax could convert it (and convert all the other **** missing from buildings.zip at the same time

Subject: has anyone made the SP Hand Of Nod exterior?
Posted by Anonymous on Sun, 05 Jan 2003 10:28:00 GMT
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Oh, I can do that easily if you so desire. I have l-10.max, and all I would need to do is assign the proper textures to the model and then group it together with the proxies.Sadly, I don't have the interior.You don't really need the interior though, as you have the proxies, right? Keep this thread up so I'll remember to do it when I get back from shopping in Destin.

Subject: has anyone made the SP Hand Of Nod exterior?
Posted by Anonymous on Sun, 05 Jan 2003 14:15:00 GMT
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Doing it right now.