
Subject: can someone make a video?

Posted by [jnz](#) on Wed, 07 Mar 2007 18:36:19 GMT

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I wonder weather someone could make a short-ish video of clips of themselfed making a model. I am interested to see some of the techniques and tools used in gmax.

Subject: Re: can someone make a video?

Posted by [Spyder](#) on Wed, 07 Mar 2007 19:08:12 GMT

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Don't use gmax. Use 3D Studio Max. It works much better.

Download the 3DS Max 9 trial here:

<http://nct.digitalriver.com/fulfill/0049.050/download/2006-b846d91b89b1a02006e3465f1ed8670e-3>

But keep in mind:

You need to give Autodesk some personal details before you can download it.

Subject: Re: can someone make a video?

Posted by [jnz](#) on Wed, 07 Mar 2007 20:23:38 GMT

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i have a full working copy of 3ds max. they are praticly the same.

Subject: Re: can someone make a video?

Posted by [sharra](#) on Wed, 07 Mar 2007 21:12:58 GMT

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cant wight for the sbot love it

Subject: Re: can someone make a video?

Posted by [rm5248](#) on Wed, 07 Mar 2007 21:26:39 GMT

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Blender is much better than Max.

Subject: Re: can someone make a video?

Posted by [Zion](#) on Wed, 07 Mar 2007 22:09:15 GMT

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Actually, you're in luck, since i'm going to do a good 1-2 hour video of my work on the Soviet War Factory Internals for AR's 20th blog next tuesday.

Unless i get premission from higher ranks it will only be displayed on our forums so register up at cnc-source forums and keep looking for updates on AR.

Subject: Re: can someone make a video?
Posted by [jnz](#) on Wed, 07 Mar 2007 22:52:34 GMT
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thanks.

Subject: Re: can someone make a video?
Posted by [Oblivion165](#) on Thu, 08 Mar 2007 03:53:13 GMT
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You should really get 3ds max 8, not 9.

That way the exporter will work and you won't have to import models like we had to back in the day for renx.

Subject: Re: can someone make a video?
Posted by [Viking](#) on Thu, 08 Mar 2007 03:56:08 GMT
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How much \$ is it? \$100.00 or something crazy! I'M NOT MADE OF MONEY!

Subject: Re: can someone make a video?
Posted by [Canadacdn](#) on Thu, 08 Mar 2007 03:59:42 GMT
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I prefer gmax to 3DsMax for Renegade stuff.

But yeah, their interfaces are almost identical anyways.

Subject: Re: can someone make a video?
Posted by [icedog90](#) on Fri, 09 Mar 2007 08:14:52 GMT
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The cost of 3dsmax is in the thousands. I recommend an educational edition to save a ton of money, that is if you're still in school. Gmax has practically the same interface, but it is FAR from 3dsmax in terms of abilities. Blender is quite close to 3dsmax, and it's open-source. It's a little tricky to learn though.

Subject: Re: can someone make a video?
Posted by [jamiejrg](#) on Fri, 09 Mar 2007 16:00:07 GMT
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I have a 3D max 7 disk sitting on my desk... never touched it. I have always just worked with renx.

OK hold on, you're telling me that you can open w3d models instead of importing them? And are thier plug-ins for it that rival what renx can do? If so then i'm changing, in a second.

Jamie

Subject: Re: can someone make a video?
Posted by [Zion](#) on Fri, 09 Mar 2007 16:33:28 GMT
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You have to import the w3d models, the same way with the plugin for renx (yes it works for it).

There are w3d tools for Max 7 and 8 but i think with max 7 you need SP1 for it to work.

Subject: Re: can someone make a video?
Posted by [jamiejrg](#) on Fri, 09 Mar 2007 17:03:47 GMT
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What about max9?

Subject: Re: can someone make a video?
Posted by [rm5248](#) on Fri, 09 Mar 2007 20:36:51 GMT
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icedog90 wrote on Fri, 09 March 2007 02:14 Blender is quite close to 3dsmax, and it's open-source. It's a little tricky to learn though.

Dunno if I've posted this before, but there is a Wikibook for Blender.

Subject: Re: can someone make a video?
Posted by [Zion](#) on Sat, 10 Mar 2007 01:44:11 GMT
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The 2 and a half hour video i've done is in render as we speak. It will be on next tuesdays blog and here after that.

Subject: Re: can someone make a video?
Posted by [icedog90](#) on Sat, 10 Mar 2007 07:57:01 GMT
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rm5248 wrote on Fri, 09 March 2007 12:36icedog90 wrote on Fri, 09 March 2007 02:14 Blender is quite close to 3dsmax, and it's open-source. It's a little tricky to learn though.

Dunno if I've posted this before, but there is a Wikibook for Blender.

Yeah, I've known about that, I just haven't taken the time to study it yet.

Subject: Re: can someone make a video?
Posted by [Veyrdite](#) on Sat, 10 Mar 2007 08:01:49 GMT
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stick with renx. i have not personally ever touched max, but most things ren supports can be done in renx. its just the scripts that are diff, so some things will take a little longer.
\$1000s compared to half the tools and free.

i know due to browsing 3dsmax tuts knowing half of them can be done with gmax.
unless someone is dum enough to post a torrent and take full responsibility of everyone downloading it and also suppling fake authontication, dont get it. anyway, all your work you have done on gamx would be wasted unless you export absolouteley everthing and import absolutely everything. anyway, you would lose the materials, and i think also if you have unwrapped anything, your a gonna.
boo 3dsmax

Subject: Re: can someone make a video?
Posted by [icedog90](#) on Sat, 10 Mar 2007 08:11:49 GMT
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Gmax is truly NOT the way to go for modeling. Making maps is doable and not so bad, but still rather limited. Those of you who haven't tried anything more powerful than Gmax (and say it can still do half the stuff) haven't seen the light in 3D modeling.

Subject: Re: can someone make a video?
Posted by [jnz](#) on Sat, 10 Mar 2007 16:50:02 GMT
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i found i could make some funky stuff in 3ds max. i am really bad at Gmax. Remember the spinning "C++" i had as my avatar? that was done, by me in 3ds max. It was pretty easy, i done it in about half an hour.

I'm going to re-download it and start making stuff again

Subject: Re: can someone make a video?
Posted by [Zion](#) on Sat, 10 Mar 2007 18:54:15 GMT
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Video's compressed but it's 1gb in size so i'm recompressing it again to make it smaller hopefully
