Subject: 2 questions on Gmax
Posted by Anonymous on Mon, 10 Feb 2003 16:36:00 GMT
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1 - Can gmax make good renders of models?2 - I know there was a utility that could convert .gmax to .3ds, I know I have done it before but I can't remember how. Can someone refreash my memory plez?Thanks

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Subject: 2 questions on Gmax
Posted by Anonymous on Mon, 10 Feb 2003 16:58:00 GMT
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1- yes... in a gmae...2- i know u can git 3ds to gmax but not gmax ot 3ds..?

Subject: 2 questions on Gmax
Posted by Anonymous on Mon, 10 Feb 2003 17:00:00 GMT
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1. gMax doesn't have a render feature, descreet took that out...2. I looked for one before, didn't find one... Posted a thread about it before but everyone said it was impossible...

Subject: 2 questions on Gmax
Posted by Anonymous on Mon, 10 Feb 2003 17:03:00 GMT
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What does a render do?

Subject: 2 questions on Gmax
Posted by Anonymous on Mon, 10 Feb 2003 17:04:00 GMT
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ooh, I guess I'm gonna have to put it ingame to render it then...I know it's possible, I've done it before AND have the gmax and 3ds files to prove it. But it's been such a long time I dont remember how I did it. I'm pretty sure it had something to do with the tempest plugin for gmax (for Quake 3 Arena modding).

Subject: 2 questions on Gmax
Posted by Anonymous on Mon, 10 Feb 2003 17:08:00 GMT
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Gmax Pro would do it for you.

Subject: 2 questions on Gmax
Posted by Anonymous on Mon, 10 Feb 2003 17:11:00 GMT
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When you render a model (like in 3dsmax, [render->reder scene->render]), the program takes out all the grids, and stuff and ads lighting, shades, shadows(if you tell it to), all to make it look pretty to show it off...The reason i was looking for a gmax-.3ds converter was so that i can bring it into my 3dsmax and render it to put it on my site...Thanks, that's a very good idea... I'm going to dl tempest, open up the .gmax, export to .3ds (if it can't, than i'll export to .md3 and import that into one of my quake3 tools, than export to .3ds...) And render it in my 3dsmax...

Subject: 2 questions on Gmax
Posted by Anonymous on Mon, 10 Feb 2003 17:16:00 GMT
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yea, I've remembered now, that's how I did it.I'm happy it helped you too

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Subject: 2 questions on Gmax
Posted by Anonymous on Mon, 10 Feb 2003 18:45:00 GMT
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y did u gaes not do it in 3dmax thw frest time...or i missundaed

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Subject: 2 questions on Gmax
Posted by Anonymous on Mon, 10 Feb 2003 18:50:00 GMT
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Um, could you please rephrase that in English please?

Subject: 2 questions on Gmax
Posted by Anonymous on Mon, 10 Feb 2003 20:14:00 GMT
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I only wanted to convert it to 3ds so I can pass em on to other people. I dont have 3d studio max.

Subject: 2 questions on Gmax

Posted by Anonymous on Mon, 10 Feb 2003 21:52:00 GMT
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Doesn't the W3D Viewer render your models? [February 10, 2003, 21:52: Message edited by: jordybear]

Subject: 2 questions on Gmax
Posted by Anonymous on Mon, 10 Feb 2003 23:40:00 GMT
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I dont know W3D viewer that well...