
Subject: [SOLVED] Render scene in Gmax/RenX
Posted by [Veyrdite](#) on Sat, 20 Sep 2008 10:19:29 GMT

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

Is it possible to render a scene in Gmax similar to that of in 3dsmax? I've tried YAFRay, but I end up with black objects.

Subject: Re: Render scene in Gmax/RenX
Posted by [Canadacdn](#) on Sat, 20 Sep 2008 16:00:25 GMT

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

No.

Subject: Re: Render scene in Gmax/RenX
Posted by [LR01](#) on Sat, 20 Sep 2008 21:41:32 GMT

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

Canadacdn wrote on Sat, 20 September 2008 18:00No.

Subject: Re: Render scene in Gmax/RenX
Posted by [Veyrdite](#) on Sun, 21 Sep 2008 01:58:55 GMT

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

No eh? I seem to have got it working.

I found out I had needed to set the global light's range up. Shame about the 8-bit colour though.

File Attachments

1) [rf_teapotGMAX.png](#), downloaded 317 times



2) [rf_teapotGMAX.jpg](#), downloaded 688 times



Subject: Re: Render scene in Gmax/RenX
Posted by [nopol10](#) on Sun, 21 Sep 2008 02:27:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

There was a Gmax rendersuite available some time ago, I think it uses YaFray as well.

Subject: Re: Render scene in Gmax/RenX
Posted by [Veyrdite](#) on Sun, 21 Sep 2008 03:36:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

nopol10 wrote on Sun, 21 September 2008 12:27There was a Gmax rendersuite available some

time ago, I think it uses YaFray as well.
<http://www.knochlet-development.de.tt/>

Subject: Re: Render scene in Gmax/RenX
Posted by [Mauler](#) on Sun, 21 Sep 2008 06:20:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Use Max much more efficient.....then gmax junk
