
Subject: what is your 3d modeling program?
Posted by [Rsx900](#) on Thu, 13 Nov 2003 09:09:35 GMT
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What 3d programs are all you people using to build your human characters? and how much is your program? where can i get one? like how much is 3ds max?

Subject: what is your 3d modeling program?
Posted by [pulverizer](#) on Thu, 13 Nov 2003 10:10:44 GMT
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You need gmax. you can download it on <http://www.discreet.com>
It's free. and when you've downloaded that, You need the renegade mod tools if you want to mod renegade. I don't know the url of it though...

Subject: what is your 3d modeling program?
Posted by [Sir Phoenixx](#) on Thu, 13 Nov 2003 15:00:29 GMT
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I'm using 3d Studio Max 4.2... 3dsmax is some \$3500.

And gmax so I can save it to give to team members.

Subject: what is your 3d modeling program?
Posted by [maytridy](#) on Thu, 13 Nov 2003 19:40:22 GMT
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I use 3ds Max 5.1 for modeling. Then Renx for texturing and the other "Renegade" stuff.

Subject: what is your 3d modeling program?
Posted by [PiMuRho](#) on Thu, 13 Nov 2003 22:02:31 GMT
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3DS Max 5.1 with Deep UV and Deep Paint 3D

Subject: what is your 3d modeling program?
Posted by [IRON FART](#) on Thu, 13 Nov 2003 23:55:57 GMT
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3dsmax 5

And gmax

I don't model alot, but when I do, I use 3dsmax mostly.
