Subject: Re: Resize a model without RenX Posted by Veyrdite on Fri, 20 Jun 2008 07:50:03 GMT

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Those bones were resized in RenX/3dsmax Ferk. He probably wants to know how to resize tiles or vehicles.

EDIT: Spider-man-bone

## File Attachments

1) s\_a\_human.w3d, downloaded 132 times