Subject: Re: [Tutorial] Quite Easy Modding Posted by woandre on Thu, 15 Oct 2009 14:45:35 GMT View Forum Message <> Reply to Message

ErroR wrote on Thu, 15 October 2009 15:24LeeumDee wrote on Thu, 15 October 2009 16:05Is it me or do you mean "modeling"? Not modding... Modding can be anything, but this relates to modeling no? indeed

Lol sorry, yes i meant modeling, I've edit the message $\ensuremath{^{\wedge}}$

Gen_Blacky wrote on Thu, 15 October 2009 08:58JeepRubi wrote on Wed, 14 October 2009 22:05It's good in theory, but the models aren't going to be properly optimized for the game, and learning simple gmax isn't all that hard, you just need to know how to make a cube/plane, extrude, and weld, and you can make most things.

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I know it isn't the best thing, but I really couldn't get used to renx. And starting making models there is quite hard....That's my opinion tho...

This is just if you'd like to try make a model, I'm not forcing anyone, or saying it is better.

goliath35 wrote on Wed, 14 October 2009 22:15nice tutorial should be stickied Yeah I think that would be great, then people will see the topic faster.

Thanks for the support everyone

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