
Subject: W3D Blender

Posted by [yesfish](#) on Tue, 22 May 2012 19:08:42 GMT

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

I'm making a W3D blender suite that should enable Blender to become a legit way to author renegade content. This addon is planned to both import and export w3d files as well as render the materials in a way that's similar to the game engine.

Get "Revision A" import preview, and first code release!

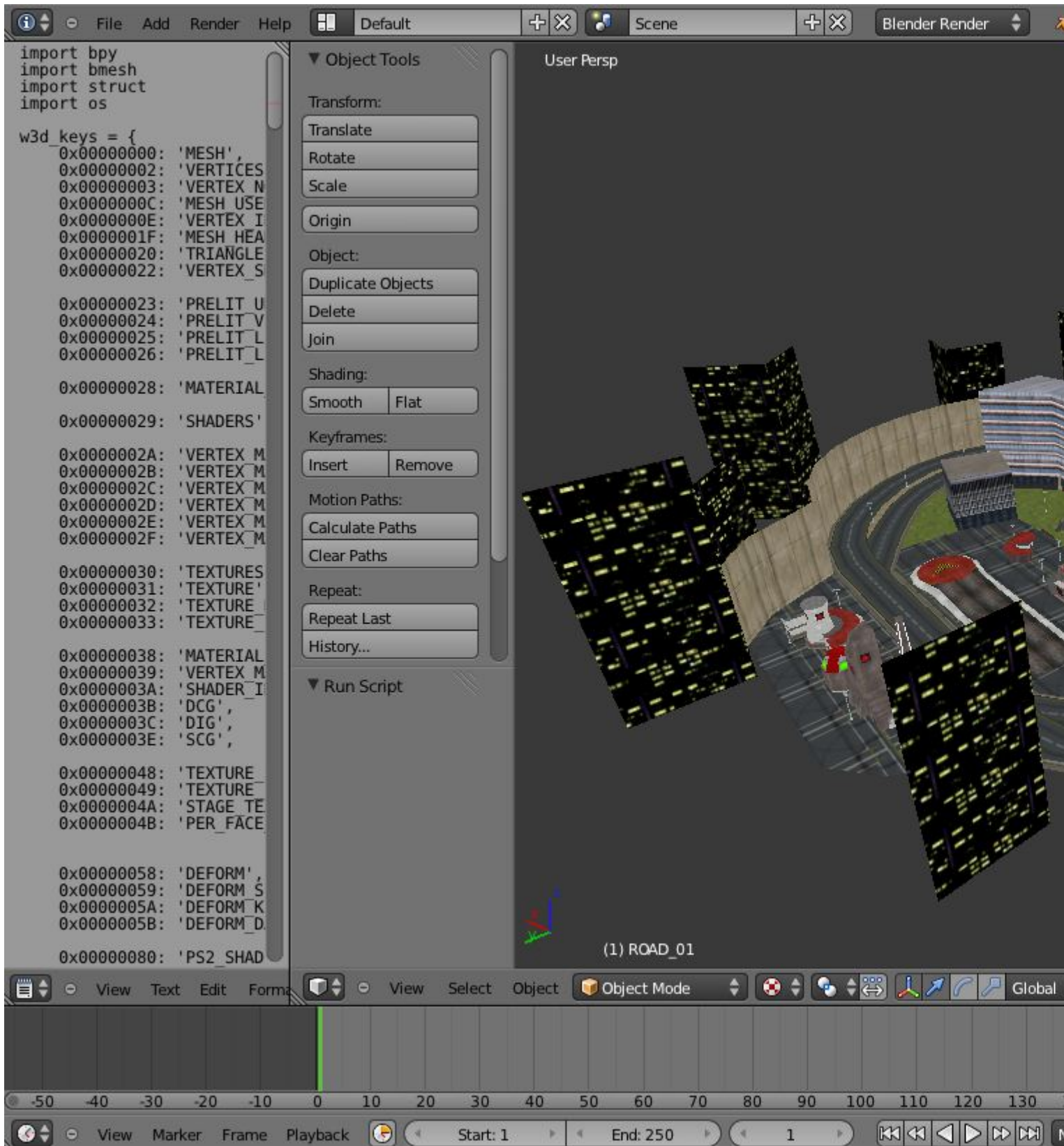
https://github.com/huwpascoe/w3d_blender

canyon

glacier_flying

File Attachments

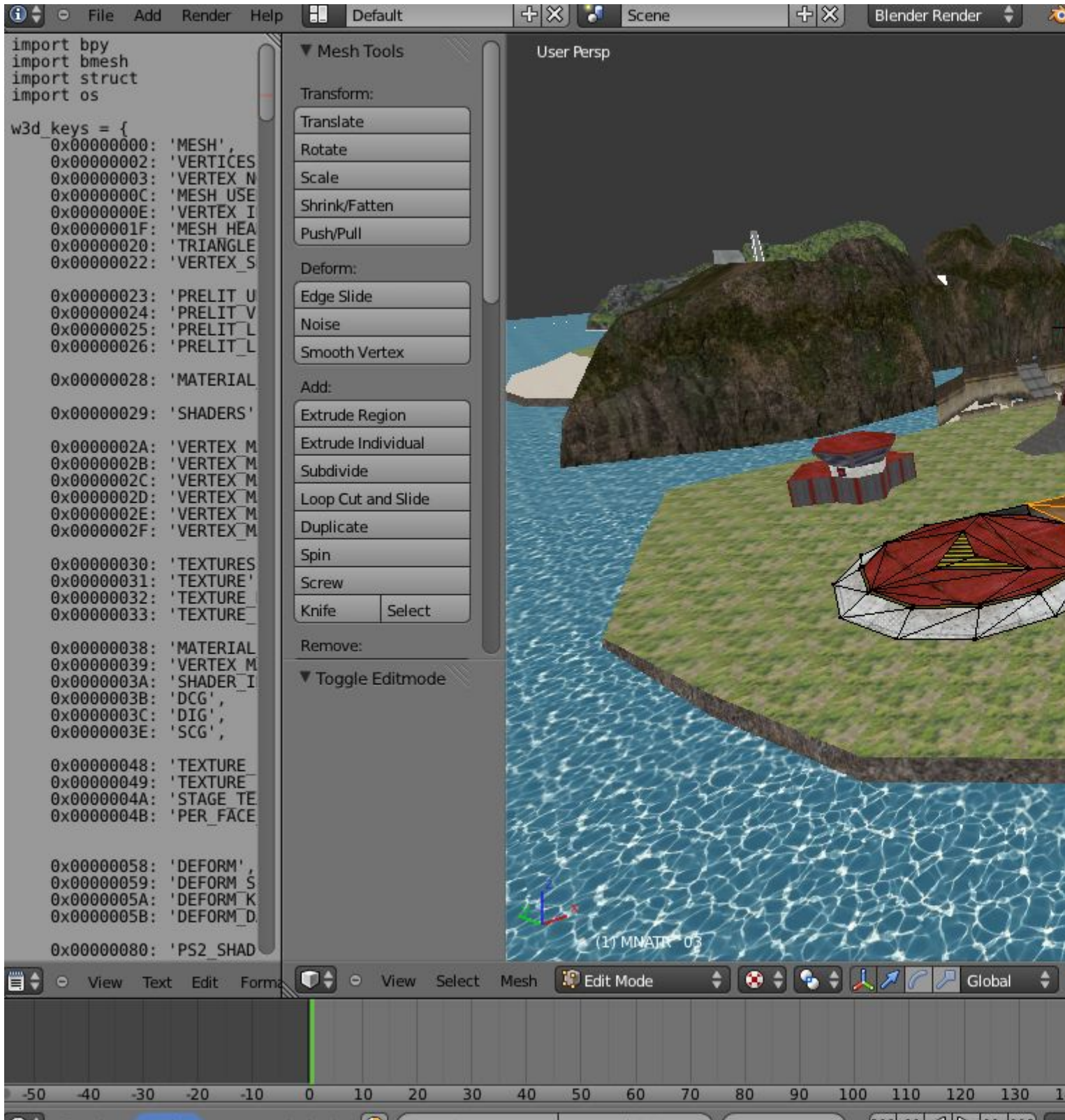
1) [w3d1.JPG](#), downloaded 1355 times



2) [w3d2.JPG](#), downloaded 1349 times



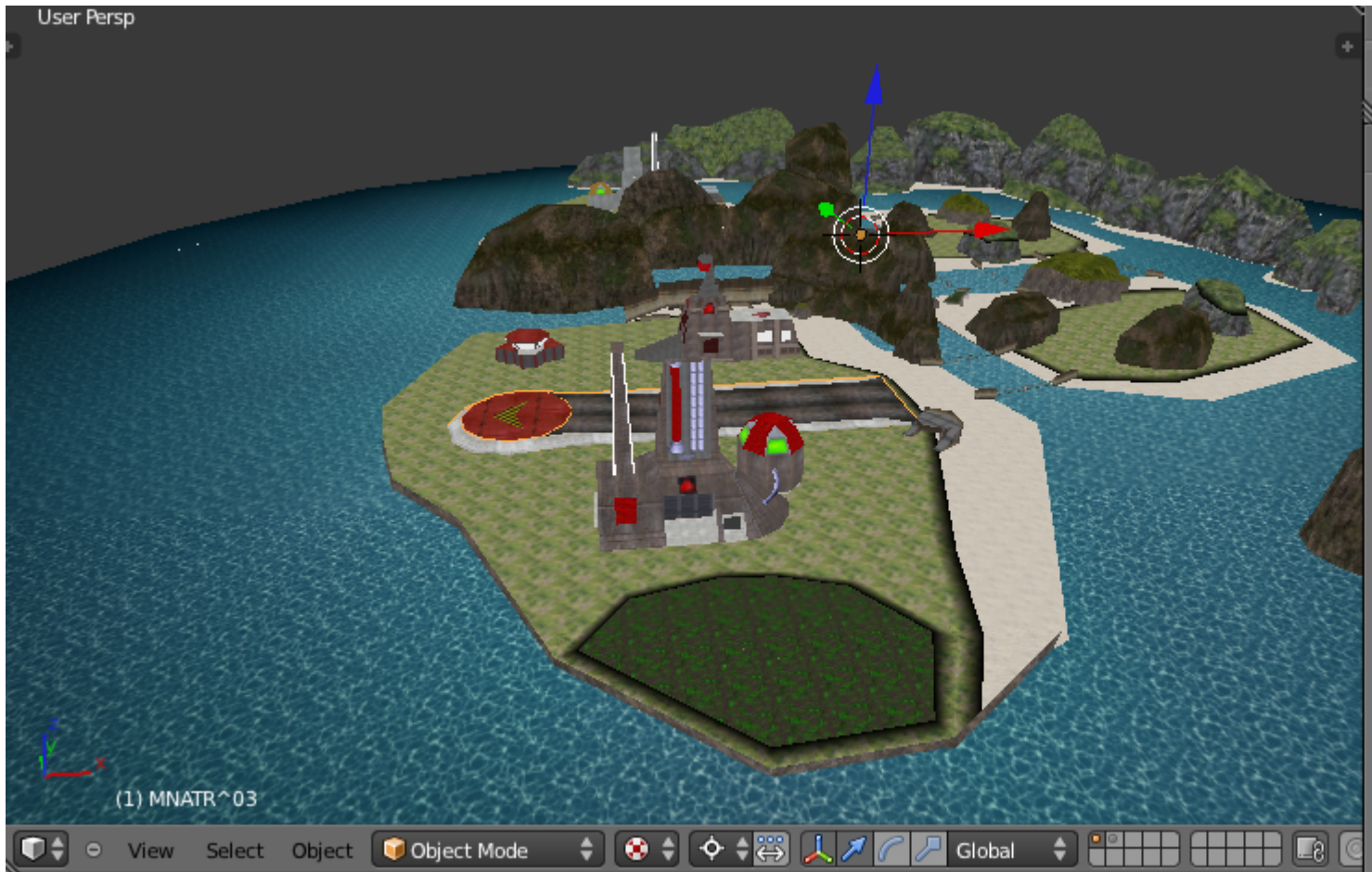
3) [w3d3.JPG](#), downloaded 1559 times



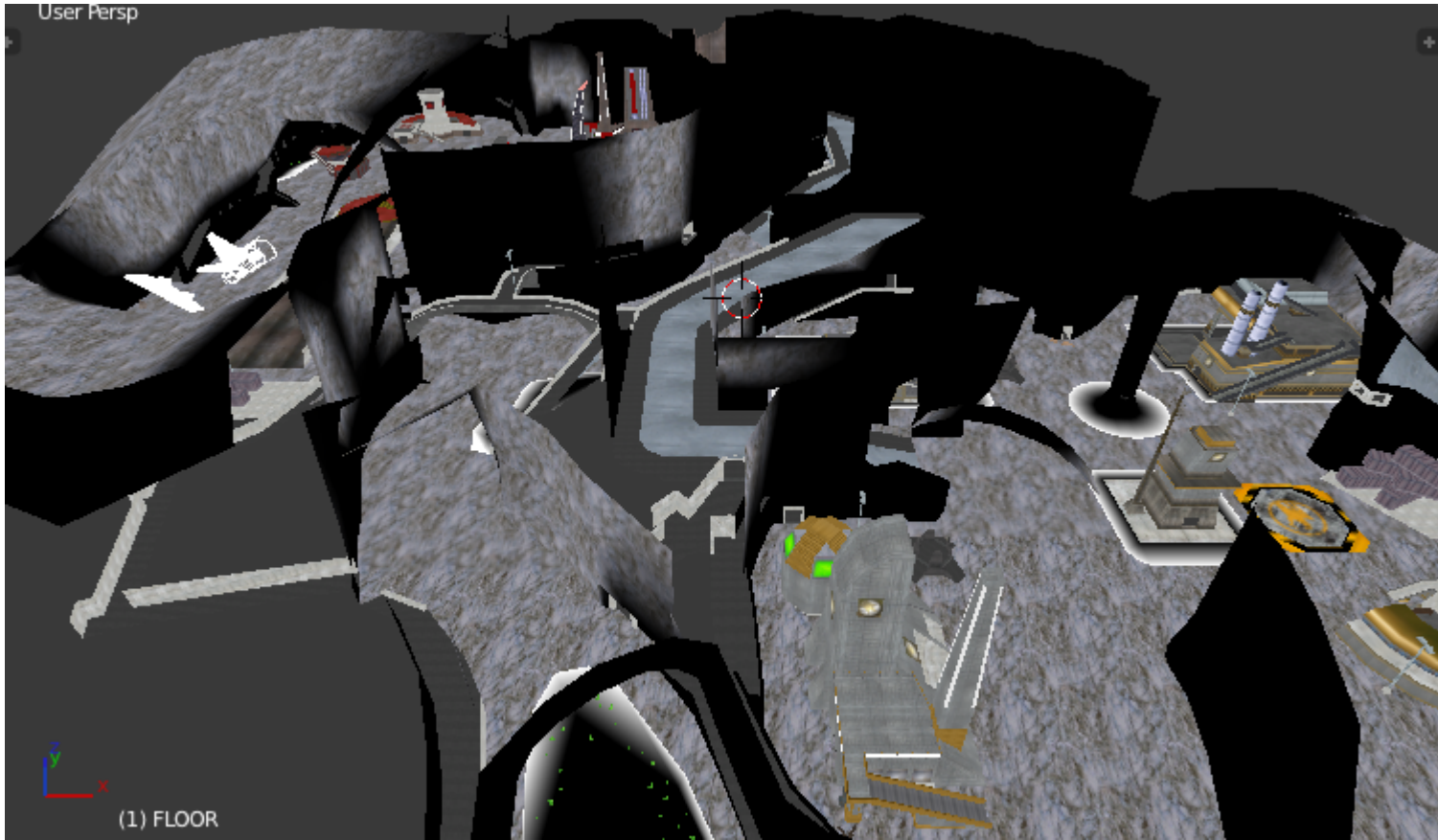
4) [w3d4.JPG](#), downloaded 1344 times



5) [w3d5.PNG](#), downloaded 1027 times



6) [w3d6.PNG](#), downloaded 2365 times



7) [canyon.JPG](#), downloaded 2961 times

User Persp

