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Subject: G-max to .3ds

Posted by [Anonymous](#) on Mon, 17 Feb 2003 00:31:00 GMT

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When you export it it brings up a dialog that ask which frames you want to export, and other settings, just put a 1 in that text box or whatever...Here's how I'm doing it...1. Open up the model in Tempest (it'll give you a warning about a missing w3d file or something, just click the ok/continue/etc. button)2. Export to .md3. Choose to export 1 frame, and whatever (choose your file name and whatever...)4. Get Lith Unwrap (a uvw map program), and go to file->model->open->.md3->yourmodel.md35. Click on preview in the menu and zoom/pan/etc. see if it all worked...6. file->model->save->.dxf->yourmodel.dxf7. Open 3dsmax: file->import->.dxf->yourmodel.dxf(8. if you're doing this so you can render it for your site, than move your model around till it's in a good position and go to render->render scene->chose your settings->render)(lith doesn't export to .3ds correctly, but it does to .dxf, it works perfectly... (here's the proof: <http://www.planetcnc.com/phx/stuff/test.jpg>)) [ February 16, 2003, 14:43: Message edited by: Sir Phoenixx ]

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