Subject: I don't know how you guys do it.
Posted by flyingfox on Tue, 31 May 2005 23:59:45 GMT
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This is about the fifth time I've tried following some tutorials and making something decent in renX. Every single time, without fail, something gets in the way, whether it be the ultra shitty camera system in renX, with its non working zoom button and inability to control the circular rotate thing, or the tutorials themselves, which always start out well but BAM! suddenly they jump to something you didn't know, and you're completely halted in your progress. It's like people don't even think about their readers when making tutorials. Somerhino's terrain tutorial is supposed to be beginner level, but it's hard as fuck. I have barely used Gmax because it's just so complicated. don't get me wrong I could follow the tutorial if people just didn't skip out bits, and properly helped you with the bits that are obviously going to be complicated to a GMAX newbie. You try using your common sense to comprehend the hard bits but patience wears thin. I tried that extruding thing and basically the camera system made it really hard to align the extrudes with each other. it's also hard to select the edges because you need to move the camera about fifty times. Not only that but if you want to resize an extrude side the program seems to think you want to create another. Then you try moving the wireframe lines and everything just messes up and looks worse than my hair when I wake up. Ugh. I really want to learn but the tutorials on renhelp just don't.....help.