Subject: Re: Max 8 issues.
Posted by OWA on Mon, 05 Nov 2007 22:19:28 GMT
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Jerad Gray wrote on Mon, 05 November 2007 19:47The Merovingian wrote on Mon, 05 November 2007 04:17
No Max = No Apoc Rising.
Sometimes you just have to take a step back to RenX, it works fine.
But not if you want to get things back into 3ds Max after working on them in RenX. The mesh collapses when w3d is imported which results in a total mesh re-face job. Not nice.