Subject: [SOLVED] Render scene in Gmax/RenX
Posted by Veyrdite on Sat, 20 Sep 2008 10:19:29 GMT
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Is it possible to render a scene in Gmax similar to that of in 3dsmax? I've tried YAFRay, but I end up with black objects.

Subject: Re: Render scene in Gmax/RenX
Posted by Canadacdn on Sat, 20 Sep 2008 16:00:25 GMT
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No.

Subject: Re: Render scene in Gmax/RenX
Posted by LR01 on Sat, 20 Sep 2008 21:41:32 GMT
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Canadacdn wrote on Sat, 20 September 2008 18:00No.

Subject: Re: Render scene in Gmax/RenX
Posted by Veyrdite on Sun, 21 Sep 2008 01:58:55 GMT
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No eh? I seem to have got it working.

I found out I had needed to set the global light's range up. Shame about the 8-bit colour though.

File Attachments
1) rf_teapotGMAX.png, downloaded 290 times

2) rf_teapotGMAX.jpg, downloaded 641 times

Subject: Re: Render scene in Gmax/RenX
Posted by nopol10 on Sun, 21 Sep 2008 02:27:44 GMT
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There was a Gmax rendersuite available some time ago, I think it uses YaFray as well.

Subject: Re: Render scene in Gmax/RenX
Posted by Veyrdite on Sun, 21 Sep 2008 03:36:24 GMT
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nopol10 wrote on Sun, 21 September 2008 12:27There was a Gmax rendersuite available some

time ago, I think it uses YaFray as well.
http://www.knochlet-development.de.tt/

Subject: Re: Render scene in Gmax/RenX
Posted by Mauler on Sun, 21 Sep 2008 06:20:44 GMT
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Use Max much more efficient.....then gmax junk