
Subject: Does renegade support maps made in Maya4?
Posted by [Anonymous](#) on Sat, 11 May 2002 09:28:00 GMT
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Exactly, as a student I had the "choice" to learn Maya4 over 3DMax4 and when I asked why, i was given a simple answer that Maya4 is "the market leader program in 3d animation and modelling used in major animated films like Lord of the Ring and games like GT3"... ...the basics of 3d animation are practically the same in whatever software you use, its only the advanced 'stuff' that is unique to which package you use.3DMax is only useful for game developers which is who its most popular with. I've never heard of any major films made with 3DMax although it may have been used partly.Bottom line is....learning Maya4 just about covers what I could learn with 3DMax4 except it goes beyond it's capabilities.Why do you think Westwood wants us to make mods/maps using GMax (the lite version of 3dmax4) because a) its compatiabile with Renegade and b) it should be easier for beginners to learn how to make some simple mods at the very least.[May 11, 2002: Message edited by: SnowyC]
