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Subject: Question about modeling in Gmax...

Posted by [Sir Phoenixx](#) on Thu, 07 Oct 2004 23:46:25 GMT

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alt+b and put it in the viewport background. (Turn on 'match bitmap' and 'lock zoom/pan')

Quote:You can't move the picture in the background so that way is poor for modeling.

You'd never need to move the background, so that's completely irrelevant. If you need to model another part the same way somewhere else on the model, either clone it, or move the model over and model it, there's no need to go through the extra steps of putting it as a texture on a box.

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