Subject: Question about modeling in Gmax...
Posted by PermaGrin on Fri, 08 Oct 2004 00:22:40 GMT
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Reason I found it is better to use a textured plane instead is I found it much easier to say...line up a picture of the front and a side view. That way all I need to do it move and scale the plane until parts match up. Whne using the viewport background method, it takes some time to line different viewport images up and even then in the end it may not be right on.