Subject: Question about modeling in Gmax...
Posted by Sir Phoenixx on Sat, 09 Oct 2004 01:35:08 GMT
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No one said anything about putting an image in perspective. Perspective isn't there to model in, it's there so you can move the view around the model and see how it looks, how different parts look in relation to each other, if the widths/etc. look right, etc. If something doesn't look right, you go into the correct left/front/top viewport and fix it.

Quote:You can zoom in and see detail more easily and zoom out to compare from a distance. You can't do that placing it in the back of your viewport since zoom doesn't affect the image at all.

And you can do the exact same thing with the image in the background.