

---

Subject: Question to Modders and To General Community...

Posted by [Madtone](#) on Wed, 09 Apr 2003 23:21:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

umm, well i have only just recently started to make high polyonal models because i think Ren may be able to handle it.

they are .3ds not a .max, so that means you can import them into Gmax.

i guess i can make a skin for each one and then make it availabel to download and edit.

ummm i can't think of anymore, and sorry about bring it over to ModX.

Thanks Dante for the reply!

---