Subject: texture tutorial on how to mirror and reflect Posted by Sk8rRIMuk on Sat, 12 Apr 2003 16:04:30 GMT

View Forum Message <> Reply to Message

Halo38

dribbles at the potential of 3DS

Yes thats version 5 it is totally kool any I find it way easier than gmax...

The render 0wnZ.

EDIT: Sorry no thats version 5.1 they brought a update out not long back.

-Sk8rRIMuk