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Subject: Re: Weapon Models

Posted by [icedog90](#) on Sat, 24 Sep 2005 07:28:14 GMT

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Sir Phoenixx wrote on Fri, 23 September 2005 08:06Quote:The way I model weapons simply cannot be done in Gmax.

Which way is that?

Starting with a plane, extruding and adding vertices as I go. By my knowledge I doubt it's easily possible in Gmax, since I've tried looking and figuring it out by boredom.

I know it is perfectly possible to model a weapon in Gmax though.

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