
Subject: Re: Renegade called...

Posted by [Spice](#) on Mon, 30 Jan 2006 15:39:06 GMT

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Finished with the MAX portion of this project. I UVW mapped the treads, still no logo, I'll add that in gmax. I'm not quite sure how to get alpha channeled textures to display in a render.

Someone could probably make a wallpaper out of this if they wanted. I don't like the render all too much.

File Attachments

1) [Nod Light Tank.jpg](#), downloaded 1600 times

