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Subject: Re: Terminator Skynets Wrath MOD FOR RENEGADE

Posted by [N1warhead](#) on Sat, 13 May 2006 08:53:33 GMT

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Oh yea just so yall know everything was Made in 3ds max 7, so if it looks like everything looks diffrent from wut Gmax can do thats why, i make it in 3ds max and texture it in Ren X, which i would prefer 3ds max to make maps, cause i get Photo Realistic looking maps, so Ren-x make everything look like shi\*, so i can do hella better on 3ds max, the pic with the Character in it is from 3ds max, thats why the room looks more hel\*a real LOL but yea just lettin yall guys no

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