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Subject: Re: Renegade Buildings in 3DS Max?  
Posted by [Halo38](#) on Fri, 10 Nov 2006 12:12:45 GMT  
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Thought I'd do a better version as alot of you seem to like this, this one has the terrain around the base of the buildings and I had a look at the ob tube material again and I have that corrected now.

[http://www.chettle1.com/preview/ren\\_max\\_buildings\\_t.zip](http://www.chettle1.com/preview/ren_max_buildings_t.zip)

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