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Subject: Re: Models

Posted by [Zion](#) on Tue, 16 Jan 2007 17:15:08 GMT

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Models are comprised of 3D (three dimensional) polymorphic meshes. These meshes are comprised of vertices, edges and polygons. These models are used in 3D gaming all of the time and requires a good 3D game engine to display all of the models. You can get more info about 3D models and 3D graphics at The Wiki.

To edit/create your own 3D models you will require to use Gmax, and Renx, a plugin for Gmax to export as .w3d files and correct texture settings. Renx is included with RPT2.

You will also need Renegade Public Tools 2 to finish the map/model.

Look for tutorials, there's a great one on turbosquids site for gmax and has got me where i am today.

Good luck and happy modeling!

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