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Subject: Re: A Proper GMAX Tutorial

Posted by [Oblivion165](#) on Sun, 14 Oct 2007 09:00:03 GMT

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Try watching this first: <http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=96>

Might let you see how to make objects from shapes. This will work basically the same in RenX but some of the things I do in here are not included in RenX.

Just watch how I place a box and shape it. To apply materials in RenX just use the "M" key and do the same UVW Map as seen in the video.

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