
Subject: Makin a Mod, like everyone else
Posted by [Syco](#) on Sat, 19 Jul 2003 05:46:53 GMT
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I have the thing almost finished. Need to know the following to complete it:
-How do you take a flat surface and make it curve? I messed with the mesh stuff but that adds stuff to it, I want to like curve it all as it is now.
-Need to know how to "bone" a character in Gmax/Renx. Any tuts or instructs would be much appreciated. The one on WW site isn't much help
-Syco
