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Subject: Re: renx vs 3dmax

Posted by [Oblivion165](#) on Wed, 26 Mar 2008 22:38:43 GMT

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Dealman wrote on Wed, 26 March 2008 18:29I totally agree with Oblivion.

I'm quite sure you can rig buildings in 3DS Max 8?

Oblivion165 wrote on Wed, 26 March 2008 12:08The only thing you cannot do in 3ds max 8 is bone character models. Everything else works and works 100x better.

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