
Subject: Scaling models

Posted by [Altzan](#) on Fri, 17 Oct 2008 17:40:47 GMT

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Is there a way to take a model (in gmax) and make it bigger to the appropriate size for the game without destroying its quality? I got a nice model but it was impossibly small so I scaled it to bigger size, but the model quality dropped like a rock... in fact, some parts just disappeared and there were holes everywhere.

I realize this model is already crappy but I tried scaling another perfectly good model and got similar results.

Also to those who are thinking "WTF IS THAT" this is just a test before I go to something bigger. Good thing too...

File Attachments

1) [untitled.PNG](#), downloaded 679 times

