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Subject: Re: Small render

Posted by [Omar007](#) on Sat, 13 Dec 2008 12:05:16 GMT

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Well i made a render of my first idea but as i said those models didn't support the other textures. Also they were limited in the special effects, so this is a really basic render.

3DSMax ScanLine Render (couldn't use MentalRay on these models)

Res. 640\*480

Toggle Spoiler

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### File Attachments

1) [ZnTrprS.png](#), downloaded 241 times

