
Subject: 3dsmax5

Posted by [MonkeyPhonic](#) on Thu, 07 Aug 2003 16:16:32 GMT

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it's still a \$3000 dollar payout. You people must have some rich friends. Do people sell old licenses on Ebay or something?

I've known companies that went bust sell on licenses cheaper, but afaik for most people if you want an individual copy of MAX then it's going to cost or it's time to head out to that warez site. Personally I don't see that much of an issue with people using cracked versions of max when it's in a non-profit capacity. I know plenty of artists who wouldn't have got into the industry if they hadn't had a cracked copy to learn on, and the more people who know and use max professionally the better for 3d max.

Tho i fully agree that any established developer making money should pay for the tools they use. I learnt all the audio and video apps i use proffesionaly on cracked copies when I was a student. Naturaly when i started making a living out of it I got legitemate copies. Aside from anything else, it pays to have the tech support available.

GMAX is a great idea, but it teaches you nothing about particle systems, spline animation, character studio and a whole load of stuff you can't learn without max.

it's not the same in my mind as games piracy, if you like playing it, pay for it. If you want to know if it's any good, rent it, or download a demo. Your avarage game won't set you back 3 grand
Just my 2 cents
