
Subject: "Renegade" model

Posted by [YazooGang](#) on Sun, 15 Nov 2009 03:44:36 GMT

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So i was bored and wanted to learn something new with 3ds max.

I decided it would be best to learn the floating geometry and turbosmoothing and or splines.

I used this tutorial:

<http://cg.tutsplus.com/tutorials/3d-art/using-splines-to-add-detail-to-your-high-poly-model-in-3ds-max/>

Here are the results of mine

Please rate!

File Attachments

1) [renped.jpg](#), downloaded 412 times

