Subject: W3D Blender Posted by yesfish on Tue, 22 May 2012 19:08:42 GMT View Forum Message <> Reply to Message

I'm making a W3D blender suite that should enable Blender to become a legit way to author renegade content. This addon is planned to both import and export w3d files as well as render the materials in a way that's similar to the game engine.

Get "Revision A" import preview, and first code release! https://github.com/huwpascoe/w3d_blender

canyon

glacier_flying

File Attachments

1) w3d1.JPG, downloaded 631 times

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2) w3d2.JPG, downloaded 637 times



3) w3d3.JPG, downloaded 870 times

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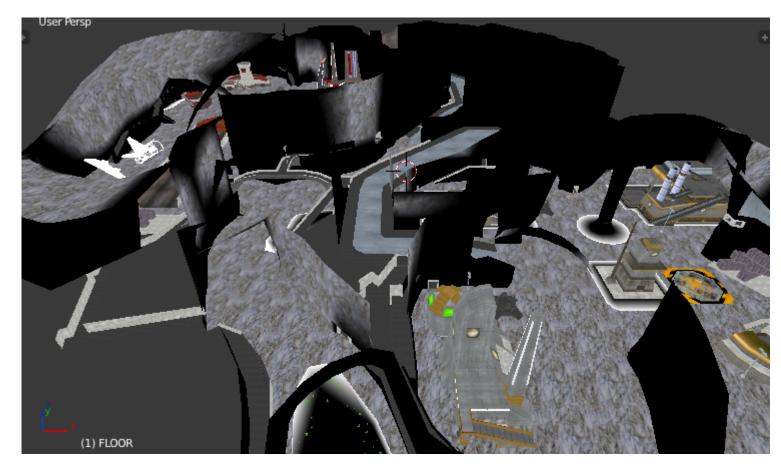
5) w3d5.PNG, downloaded 596 times

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6) w3d6.PNG, downloaded 1746 times

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7) canyon.JPG, downloaded 2077 times

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