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Subject: Re: W3D Blender

Posted by [Mad Ivan](#) on Wed, 23 May 2012 00:14:24 GMT

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Good luck with with this yesfish and keep us updated! I think jonwil and Saberhawk are the best people to talk with, when it comes to W3D

Aircraftkiller wrote on Tue, 22 May 2012 14:22: What benefits would Blender have over a pirated copy of 3DS Max 8? Blender's interface has always been annoying.

IIRC, 3DS Max 8 uses MaxScript *only* for scripting. Blender and newer versions of Max (and Maya) support Python, which (apart from being a very lovely language and by what I can tell what yesfish is writing the W3D suite in) is widely used and easy to learn, so people making W3D content would have access to a pretty big database of free scripts (and could make some of their own, tbh).

I personally haven't tried Blender yet, and I'm not sure how it's features will interact with the W3D stuff, but depending on how yesfish pulls it off you could make use of the built-in game engine (which, I've been told, is the feature that makes it stick out, when compared to other modeling packages).

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