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Subject: Model making

Posted by [IRON FART](#) on Wed, 05 Nov 2003 23:18:54 GMT

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The problem with that question is that a model can be whatever you want it to be. So the definition of a model is VERY general.

The only way I can tell you to be good at it is if you use 3dsmax or gmax and gain experience. Lots and lots of experience.

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