

---

Subject: Does renegade support maps made in Maya4?  
Posted by [Anonymous](#) on Sat, 11 May 2002 05:28:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

As a novice 3d animator and modeller using Maya4, I have no intention to learn 3dmax because Maya4 is far more powerful. I can do some relatively simple maps in Maya4, will there be future support for them in Renegade as you only seem to support mods made in GMax, a 3dmax lite version.

---

---

Subject: Does renegade support maps made in Maya4?  
Posted by [Anonymous](#) on Sat, 11 May 2002 05:43:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

If you are a novice in one program and you haven't tried the other how do you know it is more powerful? Plonk!

---

---

Subject: Does renegade support maps made in Maya4?  
Posted by [Anonymous](#) on Sat, 11 May 2002 08:15:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

What are you on about, its a fact that Maya4 is more powerful, thats why i learn it.

---

---

Subject: Does renegade support maps made in Maya4?  
Posted by [Anonymous](#) on Sat, 11 May 2002 08:17:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

get a program that can convert maya files into 3ds then u import them o gmax

---

---

Subject: Does renegade support maps made in Maya4?  
Posted by [Anonymous](#) on Sat, 11 May 2002 08:43:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

A fact huh? So how did you establish that as fact without testing it? Perhaps this was covered on a day you missed class. They call it the scientific method. I suppose you think that Ford/GM/Chrysler is better than one of the others, or that a Dell is the most reliable computer on the market even though they use the same exact parts as Micron, Gateway and Compaq. Perhaps you should make it a personal crusade to convince game developers, TV and Movie Studios, and Magazine designers that they are dumb for spending \$3500.00 because you have something more powerful. Oh, and don't forget to bring your proof...

---

---

Subject: Does renegade support maps made in Maya4?  
Posted by [Anonymous](#) on Sat, 11 May 2002 08:49:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

said he hadn't tried 3dmax he just said he didn't want to learn it. And anyone that can use Maya 4 should earn respect.

---

---

Subject: Does renegade support maps made in Maya4?  
Posted by [Anonymous](#) on Sat, 11 May 2002 09:28:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Exactly, as a student I had the "choice" to learn Maya4 over 3DMax4 and when I asked why, i was given a simple answer that Maya4 is "the market leader program in 3d animation and modelling used in major animated films like Lord of the Ring and games like GT3"... ...the basics of 3d animation are practically the same in whatever software you use, its only the advanced 'stuff' that is unique to which package you use. 3DMax is only useful for game developers which is who its most popular with. I've never heard of any major films made with 3DMax although it may have been used partly. Bottom line is....learning Maya4 just about covers what I could learn with 3DMax4 except it goes beyond it's capabilities. Why do you think Westwood wants us to make mods/maps using GMax (the lite version of 3dmax4) because a) its compatiabile with Renegade and b) it should be easier for beginners to learn how to make some simple mods at the very least. [ May 11, 2002: Message edited by: SnowyC ]

---

---

Subject: Does renegade support maps made in Maya4?  
Posted by [Anonymous](#) on Sat, 11 May 2002 10:46:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Renegade doesn't support Maya. Max is fairly useful in the games industry; you might want to learn both packages.greg

---