
Subject: *Gulp* Im

Posted by [Anonymous](#) on Fri, 17 Jan 2003 10:16:00 GMT

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DLing Gmax and im gonna do the tutorials... i heard it takes days to complete! gulp... wish me luck:)

Subject: *Gulp* Im

Posted by [Anonymous](#) on Fri, 17 Jan 2003 13:12:00 GMT

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days? to what? Download? no, it doesnt.....unless your a dailup weakling.

Subject: *Gulp* Im

Posted by [Anonymous](#) on Fri, 17 Jan 2003 14:00:00 GMT

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no he means to learn the tuts. and i hardly use the tuts. i just fooled around with gmax.

Subject: *Gulp* Im

Posted by [Anonymous](#) on Fri, 17 Jan 2003 14:12:00 GMT

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Just DL ACK's tutorial, I put it together with a good layout and some tips so it is smooth. I learned everything from that tut, while putting it together!

Subject: *Gulp* Im

Posted by [Anonymous](#) on Fri, 17 Jan 2003 19:21:00 GMT

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quote:Originally posted by Havoc 89:no he means to learn the tuts. and i hardly use the tuts. i just fooled around with gmax.Yea, me too. That's how I learn is mess with it until I know what everything does. First thing I ever made in gmax was a teapot It was a really good one!

Subject: *Gulp* Im

Posted by [Anonymous](#) on Fri, 17 Jan 2003 21:27:00 GMT

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quote:Originally posted by killakanz: quote:Originally posted by Havoc 89:no he means to learn the tuts. and i hardly use the tuts. i just fooled around with gmax.Yea, me too. That's how I learn is

mess with it until I know what everything does. First thing I ever made in gmax was a teapot It was a really good one!LOL, first thing I made was a Plane then the teapot in the plane...

Subject: *Gulp* Im

Posted by [Anonymous](#) on Sat, 18 Jan 2003 03:31:00 GMT

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You made a teapot too???

Subject: *Gulp* Im

Posted by [Anonymous](#) on Sat, 18 Jan 2003 03:54:00 GMT

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First thing I ever made in 3D Studio was this: 1 2 3

Subject: *Gulp* Im

Posted by [Anonymous](#) on Sat, 18 Jan 2003 03:59:00 GMT

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and that was the first thing you ever made??!!

Subject: *Gulp* Im

Posted by [Anonymous](#) on Sat, 18 Jan 2003 04:06:00 GMT

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Yep.I'd been making maps for Quake/Quake2/Half-Life, and a company called Headfirst Studios (making the Call of Cthulu game) were interested in hiring me, but wanted me to do an artist's test with 3D Studio.So I spent a frantic weekend going through tutorials, and came up with that, which was about a year ago. Since then, I've been lead level designer at 3000 AD (click for shots), as well as working on my own Half-Life mod and upcoming game.Making mods is quite possibly the best way to get into the game industry. Make your stuff, get a good reputation (because employers will check places like these forums) and you stand a good chance of getting taken on.

Subject: *Gulp* Im

Posted by [Anonymous](#) on Sat, 18 Jan 2003 05:49:00 GMT

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neat, I wonder how many games developers will take notice of my Emperor mod when it's done

Subject: *Gulp* Im

Posted by [Anonymous](#) on Sat, 18 Jan 2003 07:21:00 GMT

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