**Subject: export from g-max to Rhino?**
Posted by Anonymous on Sun, 09 Feb 2003 21:06:00 GMT
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Is there a way to export models from g-max to Rhino? I have the scale in Rhino setup completely different then in g-max so it is difficult to get the correct size refrences for a map. It would be a lot easier if I could import a premade model, like one of the buildings, to use as a scaling refrence. Any way to do this?

**Subject: export from g-max to Rhino?**
Posted by Anonymous on Sun, 09 Feb 2003 21:40:00 GMT
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The only thing I can think of is get something that converts Rhino to 3D Studio max. I have no idea where to get this converter if it even exists.

**Subject: export from g-max to Rhino?**
Posted by Anonymous on Sun, 09 Feb 2003 22:19:00 GMT
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Rhino can export to the 3ds format and g-max has no troubles importing and converting the models. But what I am trying to do is export the base layout templet(Gdi and Nod bases) so that I can open it in Rhino. I do all my work freehand style, using only visual refrences to make the models. I just use the grid to keep everything aligned. So having the buildings to start with would make it easier to layout the shape and size of the map. Also It gives me a refrence for what size to make the ramps and tunnels for infantry/vehicles.

**Subject: export from g-max to Rhino?**
Posted by Anonymous on Mon, 10 Feb 2003 10:54:00 GMT
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As far as i know there is no way to export a gmax file into a common file format like 3ds for use in Rhimo. You could use 3ds max in conjunction with rhino but gmax was not designed for that purpose.