
Subject: Boning in 3ds max

Posted by [ErroR](#) on Thu, 23 Jul 2009 20:56:54 GMT

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Ok so i want to bone a character in 3ds max. 1 mesh loads of textures, pain in the ass to export into gmax and reskin. If anybody knows how could i bone a character in 3ds max, because i can't import the .gmax scene from the How to folder. If i do, all the animation (which is the critical part) is lost. Does anybody have the file in .max?

Subject: Re: Boning in 3ds max

Posted by [Gen_Blacky](#) on Fri, 24 Jul 2009 05:19:44 GMT

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I tried 3 different w3d importer's and tried exporting .md5 to 3ds max but failed to import the animations. It would be easy to reanimate the bones and set it up.

Subject: Re: Boning in 3ds max

Posted by [ErroR](#) on Fri, 24 Jul 2009 10:31:05 GMT

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there are 70 frames of animation
