
Subject: importing terrain

Posted by [TheMouse](#) on Thu, 19 Jun 2003 20:33:06 GMT

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ok, so i suck at making maps and junk, and i have really almost no idea how to make maps/terrain. but is it possible to make terrain in a program like bryce5 and then import it to gmax or whatever?

Subject: importing terrain

Posted by [Captkurt](#) on Thu, 19 Jun 2003 20:46:47 GMT

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Only if you have the plugin for the conversion,

Subject: importing terrain

Posted by [TheMouse](#) on Thu, 19 Jun 2003 20:48:02 GMT

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special. where can i get that?

Subject: importing terrain

Posted by [Captkurt](#) on Thu, 19 Jun 2003 20:50:20 GMT

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TheDragonspecial. where can i get that?

Lol, if you find it let me know, I have bryce5, and it's great for terrain.

Subject: importing terrain

Posted by [TheMouse](#) on Thu, 19 Jun 2003 20:52:08 GMT

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ok.

Subject: importing terrain

Posted by [Imdgr8one](#) on Thu, 19 Jun 2003 20:53:51 GMT

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ask Dante, he used Bryce for Blue Islands.

Subject: importing terrain

Posted by [maytridy](#) on Thu, 19 Jun 2003 21:06:59 GMT

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You could make it in 3Ds and then export/import into Gmax.

Subject: importing terrain

Posted by [TheMouse](#) on Thu, 19 Jun 2003 21:07:53 GMT

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maytridyYou could make it in 3Ds and then export/import into Gmax.

in what now?

Subject: importing terrain

Posted by [maytridy](#) on Fri, 20 Jun 2003 00:42:11 GMT

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Make it in 3Ds Max, export it as a .3ds file. Then open Gmax\Renx and go to file import. Select your exported file and open it.

Subject: importing terrain

Posted by [Captkurt](#) on Fri, 20 Jun 2003 03:17:15 GMT

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maytridyMake it in 3Ds Max, export it as a .3ds file. Then open Gmax\Renx and go to file import. Select your exported file and open it.

You have to have 3Ds max to do this, he's asking about Bryce, maybe if youd read the post a little bit instead of just jumping in to make a post you would've known that.

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Posted by [mike9292](#) on Fri, 20 Jun 2003 03:44:37 GMT

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CaptkurtmaytridyMake it in 3Ds Max, export it as a .3ds file. Then open Gmax\Renx and go to file import. Select your exported file and open it.

You have to have 3Ds max to do this, he's asking about Bryce, maybe if youd read the post a little bit instead of just jumping in to make a post you would've known that.
u dont in bryce save it a 3ds max file then open renx/gmax and select import then the 3ds max file

Subject: importing terrain

Posted by [Madtone](#) on Fri, 20 Jun 2003 03:50:52 GMT

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lol, your all going off track, its funny to watch

Subject: importing terrain

Posted by [mike9292](#) on Fri, 20 Jun 2003 04:00:34 GMT

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but i dont want to join track

Subject: importing terrain

Posted by [TheMouse](#) on Mon, 23 Jun 2003 20:43:13 GMT

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hahahahaha.

Subject: importing terrain

Posted by [Skier222](#) on Mon, 23 Jun 2003 20:49:51 GMT

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u can use a program like "Milkshape 3D" to convert the files. also, what are the types of files that u can export it from "Bryce"?
