
Subject: 3dsmax5

Posted by [jeroom](#) on Wed, 06 Aug 2003 10:46:58 GMT

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where can i download 3dsmax5 (the site or link please)

Subject: 3dsmax5

Posted by [Aircraftkiller](#) on Wed, 06 Aug 2003 12:17:07 GMT

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Go pay for it, n00b.

Subject: 3dsmax5

Posted by [jeroom](#) on Wed, 06 Aug 2003 15:06:38 GMT

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fuck you aircraf killer jou are a noob

Subject: 3dsmax5

Posted by [Gernader8](#) on Wed, 06 Aug 2003 15:09:48 GMT

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You cannot download it since you have to buy it. Hence what Ack said.

Subject: 3dsmax5

Posted by [SomeRhino](#) on Wed, 06 Aug 2003 16:11:09 GMT

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<http://www.discreet.com/products/3dsmax/>

Subject: 3dsmax5

Posted by [MonkeyPhonic](#) on Wed, 06 Aug 2003 16:46:15 GMT

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Naturaly you all payed for your \$3,500 copies.

<http://www.nextgenelectronics.com/3dsmax5.shtml>

or maybe you opted for the cheaper but 15 month time limimited student copy.

<http://www.dabs.com/products/prod-info.asp?quicklinx=2D9NKK&refererid=KK&refererid=KK>

Max is not cheap and it's more than a little patronising to act all pompous when it's damn unlikely you paid for yours. A lot of game developers have at least a few unlicensed versions installed so it's hardly unreasonable that he asked. However I understand that advertising piracy isn't a good idea.

Have you downloaded GMAX?

<http://www.discreet.com/products/gmax/>

Unless you already know MAX then you'd be better off starting with something simpler before you get too involved in MAX. Also it's free which is a hell of a lot better than shelling out 3 grand.

Subject: 3dsmax5

Posted by [PiMuRho](#) on Wed, 06 Aug 2003 17:55:54 GMT

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MonkeyPhonic

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All legitimate game developers will have fully licensed copies. No self-respecting studio would run the risk of being hit with a theft conviction, especially when software piracy takes such a large chunk out of the game market.

Personally, I didn't pay for my copy - my previous employer did on my behalf. So I can sit in my ivory tower and cast disparaging looks upon those that have illegally downloaded it.

Subject: 3dsmax5

Posted by [MonkeyPhonic](#) on Wed, 06 Aug 2003 20:39:42 GMT

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[quote="PiMuRho

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[/quote]

I can tell you for a fact that there are plenty of companies running illegitimate software, not just of MAX but of various audio and visual apps. Tho this is changing, FACT and STAR are both

organisations looking to legitimise games developers, among others.

I'm not saying a developer would have all unlicensed copies, more a case of having a site license for 20 users and having 22 artists. i.e. two unlicensed copies.

As for games piracy, people who work at games companies are as bad as anyone else.

Subject: 3dsmax5

Posted by [Dante](#) on Thu, 07 Aug 2003 14:27:32 GMT

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someone in the community bought mine

Subject: 3dsmax5

Posted by [Demolition man](#) on Thu, 07 Aug 2003 15:06:47 GMT

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<http://www.emule-project.net/>

Subject: 3dsmax5

Posted by [Aircraftkiller](#) on Thu, 07 Aug 2003 15:10:49 GMT

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PiMuRhoMonkeyPhonic

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A friend of mine paid for my copy of 3DS 4.

Subject: 3dsmax5

Posted by [pulverizer](#) on Thu, 07 Aug 2003 15:23:15 GMT

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AircraftkillerPiMuRhoMonkeyPhonic

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wow, lucky...

do you also make your maps with it?

Subject: 3dsmax5

Posted by [Aircraftkiller](#) on Thu, 07 Aug 2003 15:34:28 GMT

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Lucky? How am I lucky? The only reason people give me things is because I give things back to everyone... I've been around here for two years constantly working on something...

Subject: 3dsmax5

Posted by [MonkeyPhonic](#) on Thu, 07 Aug 2003 16:16:32 GMT

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it's still a \$3000 dollar payout. You people must have some rich friends. Do people sell old licenses on Ebay or something?

I've known companies that went bust sell on licenses cheaper, but afaik for most people if you want an individual copy of MAX then it's going to cost or it's time to head out to that warez site. Personally I don't see that much of an issue with people using cracked versions of max when it's in a non-profit capacity. I know plenty of artists who wouldn't have got into the industry if they hadn't had a cracked copy to learn on, and the more people who know and use max professionally the better for 3d max.

Tho i fully agree that any established developer making money should pay for the tools they use. I learnt all the audio and video apps i use professionally on cracked copies when I was a student. Naturally when i started making a living out of it I got legitimate copies. Aside from anything else, it pays to have the tech support available.

GMAX is a great idea, but it teaches you nothing about particle systems, spline animation,

character studio and a whole load of stuff you can't learn without max.

it's not the same in my mind as games piracy, if you like playing it, pay for it. If you want to know if it's any good, rent it, or download a demo. Your average game won't set you back 3 grand
Just my 2 cents

Subject: 3dsmax5

Posted by [pulverizer](#) on Fri, 08 Aug 2003 10:00:30 GMT

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I've heard of a program called "character studio"...
is it also included with 3ds max?

Subject: 3dsmax5

Posted by [PsycoArmy](#) on Fri, 08 Aug 2003 10:25:29 GMT

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ive been ovrking on stuff too! give me stuff

and ack right at the moment i am doing osomething you said could not be done. I will show you all once its done.

Subject: 3dsmax5

Posted by [PiMuRho](#) on Fri, 08 Aug 2003 10:28:22 GMT

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Character Studio is included on the Max CDs, but it's a separate purchase to activate it.

Subject: 3dsmax5

Posted by [MonkeyPhonic](#) on Fri, 08 Aug 2003 10:29:04 GMT

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it is, but you need a seperate license to use it. Character studio is an animation and character rigging system, it makes animating bipedal characters a hell of a lot easier and more precise than animating using the MAX standard bones system. You can animate characters with more than two legs, but it starts getting complicated again then.

Subject: 3dsmax5

Posted by [maytridy](#) on Fri, 08 Aug 2003 15:33:57 GMT

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3ds Max 6 is coming out soon.....

<http://www.discreet.com/products/3dsmax6/features.html>

Subject: 3dsmax5

Posted by [pulverizer](#) on Fri, 08 Aug 2003 16:33:18 GMT

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yeah, I've seen it to. must have it....

Subject: 3dsmax5

Posted by [maytridy](#) on Fri, 08 Aug 2003 18:10:24 GMT

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hehe.....better start saving up.

Subject: 3dsmax5

Posted by [xSeth2k2x](#) on Fri, 08 Aug 2003 19:49:17 GMT

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3DS MAX - \$3500

Adobe Photoshop - \$1250

Warez - Pricless

Subject: 3dsmax5

Posted by [Havoc 89](#) on Fri, 08 Aug 2003 21:37:46 GMT

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xSeth2k2x3DS MAX - \$3500

Adobe Photoshop - \$1250

Warez - Pricless

lol... good one

well i got both for free

downloaded both 3Dstudio Max 5 full (legal) version and Adobe Photoshop 5.5

well my uncle dled photoshop 5.5 everytime there is a new one he gets it for me. and it took me ages to dl 3ds max 5.

Subject: 3dsmax5

Posted by [PiMuRho](#) on Fri, 08 Aug 2003 22:27:25 GMT

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Havoc 89

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If you downloaded it, it's not legal at all.

Subject: 3dsmax5

Posted by [maytridy](#) on Fri, 08 Aug 2003 22:29:41 GMT

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Quote:If you downloaded it, it's not legal at all.

If you buy the liscense it is.

Subject: 3dsmax5

Posted by [Blazer](#) on Sat, 09 Aug 2003 02:09:11 GMT

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Havoc 89xSeth2k2x3DS MAX - \$3500

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Subject: 3dsmax5

Posted by [Havoc 89](#) on Sat, 09 Aug 2003 02:40:19 GMT

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FFS your signature is over a page long...reduce it or I will

hehe.. sorry i will
