
Subject: Help Me Choose...Please

Posted by [sFsGaming](#) on Sat, 30 Apr 2011 00:24:33 GMT

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I'm becoming more and more interested in organic or semi-organic modeling, so I'm trying to decide which license to get...Max or Maya.

I'm pretty comfortable poly modeling in Max, and Maya, without taking a ton of time learning yet, confuses me. But I'd love to take advantage of Maya's NURBS and animation tools.

Should I just stick with Max or is there a compelling reason to switch to Maya? Eventually I'd like both, but that won't be for some time...

File Attachments

1) [R2-D2Tantive001.jpg](#), downloaded 95 times

Subject: Re: Help Me Choose...Please

Posted by [sFsGaming](#) on Sun, 01 May 2011 22:28:12 GMT

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Max it is, I guess.

File Attachments

1) [LitBridge07.jpg](#), downloaded 23 times
