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Thread: [Anyone here use 3ds Max, Maya, Modo, or Blender?](#)

OrbitalData - April 20, 2017, 6:15 pm

Just wondering if anyone here uses 3ds Max, Maya, Modo, or Blender?

If you have used the programs, what type of work have you done? What's your favourite program and have you done CGI films with your work?

ZACHEDELIC - April 21, 2017, 6:01 pm

I actually just started using blender because i wanted to make an intro for my youtube channel. Always looking for a way to better myself and reflect ideas. let me know if you want to get in touch and i'll show you what i've done and maybe you can give me some advice

OrbitalData - April 22, 2017, 10:38 am

(Apr 21, 2017 06:01 PM)_ZACHEDELIC_ Wrote: [\[CITE\]](#) I actually just started using blender because i wanted to make an intro for my youtube channel. Always looking for a way to better myself and reflect ideas. let me know if you want to get in touch and i'll show you what i've done and maybe you can give me some advice

It depends on what type of intro you are doing, most intros can be done using AE (Adobe After Effects). I never really could get into blender myself, I use Max and Maya usually on a daily basis. Mainly for modeling, game dev, architectural visualizations, and concept renderings. I'd recommend looking into AE or something similar for doing an intro.

DA3D - May 7, 2017, 3:29 am

I use 3ds max, maya and zBrush! Search my nickname on ArtStation if you want see my works ;) When i reach 50 mex i will post my gallery here :)