Subject: 3Ds Max 5 question!
Posted by maytridy on Wed, 30 Apr 2003 20:15:17 GMT

How do i insert my own textures into 3Ds Max 5? I only have the default materials. I would like to use some Renegade textures and my own custom textures. How do i add them to my materials library?

Subject: 3Ds Max 5 question!
Posted by StoneRook on Wed, 30 Apr 2003 20:17:33 GMT

make your own library

Subject: 3Ds Max 5 question!
Posted by maytridy on Wed, 30 Apr 2003 20:30:01 GMT

how?

Subject: 3Ds Max 5 question!
Posted by spreegem on Fri, 02 May 2003 10:59:35 GMT

   I WOULD ALSO LIKE TO KNOW HOW TO MAKE YOUR OWN LIBRARY IT WOULD BE VERY USEFULL FOR ME TO KNOW SINCE
   I AM CREATING A COMPUTER GAME

Subject: 3Ds Max 5 question!
Posted by maytridy on Fri, 02 May 2003 18:37:32 GMT

I found out how to make a material library. Just put .mat on the end. but i dont know how to add my own materials to it.

Subject: 3Ds Max 5 question!
Posted by Sn1per XL on Fri, 02 May 2003 22:37:24 GMT

i think it would be easyer to bitmap images with 3ds max 5.

Subject: 3Ds Max 5 question!
Posted by maytridy on Sat, 03 May 2003 14:02:24 GMT

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Yes, but how do i get them into 3ds max, to use on my objects??