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Subject: Semi-OT: Texturing in 3DSMax

Posted by [Anonymous](#) on Sun, 06 Oct 2002 22:32:00 GMT

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This is a vague question you have asked. Anyways, in your material editor, click on the box to the right of diffuse. It will bring up a list. I assume you want to add a texture of your own. So, double click bitmap, find your texture and open it. Then assign material to selection. It is more indepth than this, but if you follow these instructions then play around from there, you may get what you need. You can do such things as apply diff textures to different polygons of each element, etc.

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