
Subject: Semi-OT: Texturing in 3DSMax

Posted by [Anonymous](#) on Sun, 06 Oct 2002 18:14:00 GMT

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In the material editor, click and drag the material spheres on to the object you want to texture. (I've only used 3ds max 4.3) [October 06, 2002, 18:15: Message edited by: jordybear]
