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Subject: Re: New Tutorial!

Posted by [YazooGang](#) on Fri, 12 Dec 2008 20:33:55 GMT

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i found a way to make them already materialized when u want to edit them.

so basicly, u import the map and u only leave the building u want to edit, dont move it tho.

now, open up another renx or 3ds max and open the file that contains the buildings for mapping already, and only leave the building u chose.

now, move the pivot of those both models at the same place(both should be grouped to their pieces) and then put the model from 3ds max(2) to the place where it is in 3ds max(1) using xyz and stuff and same to the rotation. then edit the model from 3ds max(2)(ungroup them first) and then export and use the stuff that diehardnl put at the tutorial on LE section, hope this helps!

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