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Subject: Boning in 3ds max

Posted by [ErroR](#) on Thu, 23 Jul 2009 20:56:54 GMT

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Ok so i want to bone a character in 3ds max. 1 mesh loads of textures, pain in the ass to export into gmax and reskin. If anybody knows how could i bone a character in 3ds max, because i can't import the .gmax scene from the How to folder. If i do, all the animation (which is the critical part) is lost. Does anybody have the file in .max?

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