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Subject: 3DS Max trouble!

Posted by [Spyder](#) on Sat, 31 Oct 2009 22:41:02 GMT

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Hey guys,

I've got a small problem, and I bet you can help me fix it

I've got this character model, and I found out it has been created from several grouped meshes. Unfortunately, when trying to rotate or move one of the objects, let's say a glove, all separate meshes constructing the glove rotate in a different way.

How can I get rid of this problem?

Here are some screenies:

Large images

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