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Subject: Blender -> Gmax uvw-map

Posted by [Slave](#) on Wed, 19 Mar 2008 18:08:27 GMT

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Somebody made me a model in Blender. He also UVW-mapped it there.  
Problem is, i cannot get the uvwmap to look right in gmax/3dmax.

What would be a working procedure to get a mapped blender model to w3d?

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Subject: Re: Blender -> Gmax uvw-map

Posted by [Slave](#) on Wed, 19 Mar 2008 18:33:34 GMT

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Solved.

I won't delete the post, but instead post a fix:

Do NOT export as 3ds, since Blenders 3ds exporter is fucked up.  
Use .obj instead. Works like a charm.

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