
Subject: Material Library

Posted by [maytridy](#) on Thu, 01 May 2003 21:18:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

How do i add textures to a material library?

Subject: Material Library

Posted by [PiMuRho](#) on Fri, 02 May 2003 08:06:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

If this is for 3D Studio, then read your manual.

You did get a manual when you bought it, didn't you?

Subject: Material Library

Posted by [Aircraftkiller](#) on Fri, 02 May 2003 09:36:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

heheh

Subject: Material Library

Posted by [spreegem](#) on Fri, 02 May 2003 10:51:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

I would also like to know how to add materials to the material library, I lost my 3D Studio max manual my bro took it and now I can't find it

Subject: Material Library

Posted by [Sir Phoenixx](#) on Fri, 02 May 2003 12:24:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

PiMuRholf this is for 3D Studio, then read your manual.

You did get a manual when you bought it, didn't you?

What, he didn't download the manual when he downloaded 3ds max?

Subject: Material Library

Posted by [spreegem](#) on Fri, 02 May 2003 18:37:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

OMFG JUST HELP ME AND THE GUY AND TELL US HOW TO ADD OUR OWN TEXTURES TO THE LIBRARY PLEASE AND I NEVER GOT A MANUAL WITH MINE BE CAUSE I HAVE A WAREZ VERSION OF 3D STUDIO MAX 5 SO JUST HELP US PLEASE

Subject: Material Library

Posted by [maytridy](#) on Fri, 02 May 2003 18:39:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

lol, same here. But be nice, spreegm. Could you please just tell us how to do it or point us to a helpful tutorial?

Subject: Material Library

Posted by [StoneRook](#) on Fri, 02 May 2003 18:59:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

spreegemOMFG JUST HELP ME AND THE GUY AND TELL US HOW TO ADD OUR OWN TEXTURES TO THE LIBRARY PLEASE AND I NEVER GOT A MANUAL WITH MINE BE CAUSE I HAVE A WAREZ VERSION OF 3D STUDIO MAX 5 SO JUST HELP US PLEASE

we don't support or help warez here...

sorry.....

Subject: Material Library

Posted by [Carl](#) on Fri, 02 May 2003 19:27:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

spreegemOMFG JUST HELP ME AND THE GUY AND TELL US HOW TO ADD OUR OWN TEXTURES TO THE LIBRARY PLEASE AND I NEVER GOT A MANUAL WITH MINE BE CAUSE I HAVE A WAREZ VERSION OF 3D STUDIO MAX 5 SO JUST HELP US PLEASE

wheres dj when you need him

Subject: Material Library

Posted by [spreegem](#) on Sat, 03 May 2003 10:30:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

ARGH I JUST NEED TO FIND OUT HOW TO ADD TEXTURES TO A MATERIAL LIBRARY and everything I have isn't warez its just 3D Studio max 5 that is, do you know how much it costs???

thousands and thousands I'm just a 13yr old kid how a I supposed to get the money to actually buy 3D Studio max 5 ????

Subject: Material Library

Posted by [Aircraftkiller](#) on Sat, 03 May 2003 11:20:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

So why are you using something you can't pay for?

You can't justify thievery because you can't afford it.

Subject: Material Library

Posted by [Sir Phoenixx](#) on Sat, 03 May 2003 12:38:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

spreegemARGH I JUST NEED TO FIND OUT HOW TO ADD TEXTURES TO A MATERIAL LIBRARY and everything I have isn't warez its just 3D Studio max 5 that is, do you know how much it costs??? thousands and thousands I'm just a 13yr old kid how a I supposed to get the money to actually buy 3D Studio max 5 ????

Lol... It is warez you dumbass. If you can't afford it, than don't use it, this is what Gmax is for stupid.

Subject: Material Library

Posted by [spreegem](#) on Sat, 03 May 2003 12:39:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

I KNOW THAT I CAN'T JUSTIFY THIEVERY, BUT I JUST WANT TO KNOW HOW TO ADD MY OWN TEXTURES TO A MATERIASL LIBRARY. I DON'T LIKE WAREZ MYSELF, BUT THAT IS THE ONLY WAY I COULD GET 3D STUDIO MAX 5

Subject: Material Library

Posted by [Sir Phoenixx](#) on Sat, 03 May 2003 12:46:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

spreegemI KNOW THAT I CAN'T JUSTIFY THIEVERY, BUT I JUST WANT TO KNOW HOW TO ADD MY OWN TEXTURES TO A MATERIASL LIBRARY. I DON'T LIKE WAREZ MYSELF, BUT THAT IS THE ONLY WAY I COULD GET 3D STUDIO MAX 5

Maybe if you calm down and stop acting like the 13 year old brat that you are, you could get some help.

Subject: Material Library

Posted by [StoneRook](#) on Sat, 03 May 2003 13:46:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

spreegemI KNOW THAT I CAN'T JUSTIFY THIEVERY, BUT I JUST WANT TO KNOW HOW TO ADD MY OWN TEXTURES TO A MATERIAsL LIBRARY. I DON'T LIKE WAREZ MYSELF, BUT THAT IS THE ONLY WAY I COULD GET 3D STUDIO MAX 5

and you want to be a game designer? -- bad start - stealing something so you can advance.

Books/Tutorials can be found at <http://www.google.com>

or <http://www.amazon.com>

1 "Harnessing 3ds max 5"
Michele Bousquet, Aaron F. Ross; Paperback; @ \$46.17 each

1 "Advanced 3ds max Modeling and Animating"
Boris Kulagin; Paperback; @ \$27.97 each

i just bought these.

and don't give me -- "i'm only 13 years old - blah blah" - when i was that age - i knew enough to go out and cut some grass - clean yards - etc... to make money for things i wanted.(i actually had a paper route at age 12 for three years)

and 3ds can be bought for less than \$470.00 - if your a student.

<http://www.creationengine.com/html/3dsmaxmfg.html>

get 10 friends to give you \$47.00 and you have it.

and LEARN the FUNCTION of CAPS LOCK....

does wonders....

Subject: Material Library

Posted by [maytridy](#) on Sat, 03 May 2003 13:56:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

What kind of a student do you have to be? A college student or just attending a school? (i would

like more details) Thanks for the help, Stonerook, i appreciate it.

Subject: Material Library

Posted by [Imdgr8one](#) on Sat, 03 May 2003 14:14:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Where is djlaptop

Subject: Material Library

Posted by [maytridy](#) on Sat, 03 May 2003 14:29:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Who's djlaptop?

Subject: Material Library

Posted by [spreegem](#) on Sat, 03 May 2003 15:34:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

I AM 14 NOT 13 I don't have a job I can't find one anyware I live in a little town there are no jobs at all here and my friends don't have much money either. AND WHO SAID I WANTED TO BE A GAME DESIGNER

.....
.....
.....I AM A GAME DESIGNER I ALREADY HAVE MOST OF THE STUFF THOUGHT OF FOR OUR GAME. ME AND EIGHT OF MY FRIENDS ARE ALREADY MAKEING A GAME

Subject: Material Library

Posted by [spreegem](#) on Sat, 03 May 2003 15:37:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

GMAX ISN'T AS GOOD as 3D Studio Max 5 is

Subject: Material Library

Posted by [Imdgr8one](#) on Sat, 03 May 2003 18:12:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

maytridyWho's djlaptop?
djlaptop.....oopsy....smartypants

Subject: Material Library
Posted by [NeoX](#) on Sat, 03 May 2003 18:40:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ill figure it out for you Give me an hour

Subject: Material Library
Posted by [maytridy](#) on Sat, 03 May 2003 18:45:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok, thanks. You got all the time you need. if you find out, lemme know.

Subject: Material Library
Posted by [SomeRhino](#) on Sat, 03 May 2003 19:09:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you can't afford it, then stick to gMax. If you don't like Warez, then don't use it. And I think this quote implies that you want to be a game designer:

I WOULD ALSO LIKE TO KNOW HOW TO MAKE YOUR OWN LIBRARY IT WOULD BE VERY USEFULL FOR ME TO KNOW SINCE I AM CREATING A COMPUTER GAME

And if you scroll up a little bit, you'll read where you called yourself 13.

Do you suffer from schizophrenia by chance?

Subject: Material Library
Posted by [spreegem](#) on Sat, 03 May 2003 20:22:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am 14 not 13 ok get that strait I forgot that i said I wanted ti be a game designer in this post, but i did say that I wanted to be a game designer in another.

Subject: Material Library
Posted by [StoneRook](#) on Sat, 03 May 2003 21:02:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

maytridyWhat kind of a student do you have to be? A college student or just attending a school? (i would like more details) Thanks for the help, Stonerook, i appreciate it.

Quote:Section 1: Qualifications

I certify that I am a degree-seeking student or a faculty member (as checked below) at the

institution stated, and that I am purchasing the Autodesk/Discreet Software for my own personal use for education purposes only and not for commercial or institutional use.

Degree-seeking student:

I am a registered student who can confirm current enrollment in three (3) credit hours in a degree-granting program or who can confirm current enrollment in a nine (9) month certificate-granting program.

Faculty (full-time or part-time):

I am currently employed for a state accredited education institution.

Homeschool students:

Subject: Material Library

Posted by [Sir Phoenixx](#) on Sat, 03 May 2003 21:19:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

spreegemI AM 14 NOT 13 I don't have a job I can't find one anyware I live in a little town there are no jobs at all here and my friends don't have much money either. AND WHO SAID I WANTED TO BE A GAME DESIGNER

.....I AM A GAME DESIGNER I ALREADY HAVE MOST OF THE STUFF THOUGHT OF FOR OUR GAME. ME AND EIGHT OF MY FRIENDS ARE ALREADY MAKEING A GAME

spreegemARGH I JUST NEED TO FIND OUT HOW TO ADD TEXTURES TO A MATERIAL LIBRARY and everything I have isn't warez its just 3D Studio max 5 that is, do you know how much it costs??? thousands and thousands I'm just a 13yr old kid how a I supposed to get the money to actually buy 3D Studio max 5 ????

spreegemI am 14 not 13 ok get that strait I forgot that i said I wanted ti be a game designer in this post, but i did say that I wanted to be a game designer in another.

Ok you 13 year old schizophrenic loser. How many times can one little kid contradict himself?

First, stop YELLING IN ALL CAPS. The only thing this does is make you look like a retard. Second, get Gmax.

And Gmax is 3dsmax, but with several features disabled.

Subject: Material Library
Posted by [maytridy](#) on Sat, 03 May 2003 21:54:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey, i'm schizophrenic, you got a problem with that?!

Jlk

Subject: Material Library
Posted by [Captkurt](#) on Sat, 03 May 2003 22:57:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Stealing is wrong no matter what the reason, like when I was going to release a map that I did, of Glassier Flying, not understanding how it got it from ACK's map. For me to have released that, it

actions. And then try to justify it all. Get a life man, and grow up.

Subject: Material Library
Posted by [spreegem](#) on Sat, 03 May 2003 23:05:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

My bro wrote the post where he said i was 13 My bro forgot to switch to his account, and the all caps thing is because a game i play u have to have caps lock on to run instead of just walking all the time. And i forgot to turn caps lock off

And the thing where it says :rolleyes: i want to be a game designer was also done by my bro. I AM A GAME DESIGNER I HAVE THE BASIC STORY LINE AND MOST OF THE STUFF FOR MY GAME THOUGHT OF

Subject: Material Library
Posted by [Sir Phoenixx](#) on Sat, 03 May 2003 23:49:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Go to the Material Editor and:

- 1) Begin by select a new material in the sample slot.
- 2) Under Basic Parameters, click the blank box next to Diffuse. The Material/Map Browser will

the bottom.

- 3) An open dialog box will automatically appear. Navigate to the jpeg you downloaded and

open it.

large box that has the path to your image under Bitmap parameters. To go back to your material, click the up arrow button on the toolbar.

Now open up the Material/Map browser/navigator and drag and drop the bitmap sample square thingie from the Editor into the Browser window.

This should do it...

Subject: Material Library
Posted by [maytridy](#) on Sat, 03 May 2003 23:53:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

You rock dude! Thank you so much!

Subject: Material Library
Posted by [spreegem](#) on Sat, 03 May 2003 23:55:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

THANK YOU SOO MUCH FOR YOUR HELP I FINALLY KNOW HOW THANK YOU

Subject: Material Library
Posted by [Madtone](#) on Mon, 05 May 2003 00:40:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

This Spreegem dude gets on my nerves by just reading his stupid posts.

i automaticly name you "n00b who does not think he is!"

me done

Subject: Material Library
Posted by [maytridy](#) on Mon, 05 May 2003 00:43:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol, are you back now, Madtone?

Subject: Material Library

Posted by [Madtone](#) on Mon, 05 May 2003 00:51:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

nope, not yet, just at a LAN Party!

Subject: Material Library

Posted by [maytridy](#) on Mon, 05 May 2003 00:53:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

haha, hope to see you back soon.

Subject: Material Library

Posted by [spreegem](#) on Mon, 05 May 2003 01:37:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

What did I do to you Madtone nothing at all thats what you just want to call me a n00b because I am trying to figure something out

Subject: Material Library

Posted by [Madtone](#) on Mon, 05 May 2003 01:50:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

No, im calling you a n00b because the context of your posts!

Subject: Material Library

Posted by [spreegem](#) on Mon, 05 May 2003 01:57:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

What wrong with context of my posts me not know english well or spell well is that it?? Or that me word stuf confusingly??

Subject: Material Library

Posted by [spreegem](#) on Mon, 05 May 2003 02:02:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey Capt Kurt I have a life already, I don't like warez at all because it is stealing, but I needed 3D Studio Max 5 to model stuff I am a 14 year old kid I'm not rich I can't just go out and buy 3D Studio Max 5. and the all caps thing is v=because of a game I play you have to have caps lock on to run instead of just walking, and I forgot to turn it off

Subject: Material Library

Posted by [PiMuRho](#) on Mon, 05 May 2003 07:17:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

If you want to model stuff without having to pay for for 3D Studio, get Milkshape instead. It supports most common 3D formats, and does everything you need it to.

Subject: Material Library

Posted by [Dante](#) on Mon, 05 May 2003 09:19:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sir Phoenixx-----

Go to the Material Editor and:

- 1) Begin by select a new material in the sample slot.
- 2) Under Basic Parameters, click the blank box next to Diffuse. The Material/Map Browser will

the bottom.

- 3) An open dialog box will automatically appear. Navigate to the jpeg you downloaded and open it.

large box that has the path to your image under Bitmap parameters. To go back to your material, click the up arrow button on the toolbar.

Now open up the Material/Map browser/navigator and drag and drop the bitmap sample square thingie from the Editor into the Browser window.

This should do it...

note, that is a simple material, and will only texture it without any effects, to get more complex, go get a book is my recomendation (since you seem to have 0 documentation on 3ds)

Subject: Material Library

Posted by [Sir Phoenixx](#) on Mon, 05 May 2003 12:18:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

spreegemWhat wrong with context of my posts me not know english well or spell well is that it?? Or that me word stuf confusingly??

Lol...

In nearly every thread you post you YELL IN ALL CAPS at everyone to help you.

And don't try that bullshit about forgetting to turn off the caps lock because it's needed in the game. You are fucking typing into a text area, you can plainly see that you are typing in ALL CAPS.

Subject: Material Library

Posted by [spreegem](#) on Mon, 05 May 2003 18:47:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ya i know I can plainly see that I type in all caps now and then, but I don't look at what I haave typed untill after I haave typed it because I look at the keyboard when I type stuff not at the screen, and I don't want to have to re-type stuff over again.

And also it is because of a game I play that I tun Caps-lock on. If it isn't on all i can do is walk instead of running which is soo muck slower than running

Subject: Material Library

Posted by [maytridy](#) on Mon, 05 May 2003 19:32:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

you should definately proof read your posts.....so many errors :rolleyes:

Subject: Material Library

Posted by [spreegem](#) on Mon, 05 May 2003 21:27:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Im not good at english class at all and dont want to proofread because I am not good at it

Subject: Material Library

Posted by [Sir Phoenixx](#) on Mon, 05 May 2003 21:37:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

What game needs the Caps Lock button to be on to run?

Subject: Material Library

Posted by [maytridy](#) on Mon, 05 May 2003 23:14:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Good question, I wanna know too.....

Subject: Material Library

Posted by [spreegem](#) on Mon, 05 May 2003 23:20:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

The Elder Scrolls 3 Morrowind needs caps lock on so that you can run

Subject: Material Library

Posted by [Halo38](#) on Thu, 08 May 2003 16:32:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sir PhoenixxWhat game needs the Caps Lock button to be on to run?

Good old Duke Nukem 3D too

MAN THAT WAS A FUNNY THREAD!!!
