yeah - taking pictures is a good way to get textures - but you have to edit them..here is a quicklink on making seemless textures.http://www.planetunreal.com/TextureUniverse/go to the tutorials and select the seemsless one.(it's for PS - but any paint program should be able to use it)they also have other items at this site - recommend you spend some time at it.here are some other interesting texture links:http://www.3dcafe.com/asp/textures.asphttp://www.grsites.com/textures/this is the free stuff from Nvidia - plugins etc...(and a big texture library)http://developer.nvidia.com/view.asp?PAGE=arthere is a link for some gmax importers:http://mojo.gmaxsupport.com/Link to make Bink vids (same as in-game)http://www.radgametools.com/nice little thing on "bump" mappinghttp://vcg.iei.pi.cnr.it/bumpmapping.htmlanother one:http://www.visionengineer.com/comp/bump_mapping.sht mlwith bump mapping - you can increase surface detail without increasing poly's.Even more space dust!!http://www.animatricity.com/pages/tutorials.htm(3ds - but the techniques can be seen in gmax)enjoy...! [January 08, 2003, 11:12: Message edited by: StoneRook]