Subject: Semi-OT: Texturing in 3DSMax
Posted by Anonymous on Sun, 06 Oct 2002 18:48:00 GMT
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quote:Originally posted by Ingrownlip:What version do you have?4.2 quote:Originally posted by jordybear:In the material editor, click and drag the material spheres on to the object you want to texture. (I've only used 3ds max 4.3)I tried it, and it works the same as the "Apply Material To Selection" button, which just changes the color (Yes, I tried applying a UVW map - no results).