

---

Subject: Semi-OT: Texturing in 3DSMax

Posted by [Anonymous](#) on Sun, 06 Oct 2002 16:01:00 GMT

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

---

Well, it's kind of off-topid for these boards, but this is probably my best source of information on the matter. I was working on a Generals Crusader tank in 3DSMax, and with it being a large amount of polys, I was simply going to render it instead of putting it in Renegade. The model was turning out pretty nice, but then I come to the point where I'm ready to begin texturing, and I realize I have no clue how to do it in 3DSMax. I tweaked around with the settings in the material editor, but couldn't get anything to work. If anyone has any clue, or happens to know of a good tutorial, I'd appreciate it. Note: I realize 3DSMax as all those fancy bump maps and other settings - but for now, all I want is a simple custom texture on my model

---