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Subject: An Odd 3Ds Max problem

Posted by [Sir Phoenixx](#) on Thu, 06 Jan 2005 22:07:14 GMT

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It cleans up and resets scale/rotation transforms and the bounding box and alignment info to defaults. It's needed to help the object's alignment/bounding box accomodate for the changes in sub-object. It should be done to each object before UVW mapping. (It also corrects lighting issues, I usually do it before I render.)

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