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Subject: An Odd 3Ds Max problem

Posted by [Slash0x](#) on Wed, 12 Jan 2005 23:36:18 GMT

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Sir PhoenixIt 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 accommodate 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.)

How does it help UVW mapping?

Thanks, BTW.

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