
Subject: Material Library

Posted by [StoneRook](#) on Sat, 03 May 2003 13:46:01 GMT

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spreegemI KNOW THAT I CAN'T JUSTIFY THIEVERY, BUT I JUST WANT TO KNOW HOW TO ADD MY OWN TEXTURES TO A MATERIALS LIBRARY. I DON'T LIKE WAREZ MYSELF, BUT THAT IS THE ONLY WAY I COULD GET 3D STUDIO MAX 5

and you want to be a game designer? -- bad start - stealing something so you can advance.

Books/Tutorials can be found at <http://www.google.com>

or <http://www.amazon.com>

1 "Harnessing 3ds max 5"

Michele Bousquet, Aaron F. Ross; Paperback; @ \$46.17 each

1 "Advanced 3ds max Modeling and Animating"

Boris Kulagin; Paperback; @ \$27.97 each

i just bought these.

and don't give me -- "i'm only 13 years old - blah blah" - when i was that age - i knew enough to go out and cut some grass - clean yards - etc... to make money for things i wanted.(i actually had a paper route at age 12 for three years)

and 3ds can be bought for less than \$470.00 - if your a student.

<http://www.creationengine.com/html/3dsmaxmfg.html>

get 10 friends to give you \$47.00 and you have it.

and LEARN the FUNCTION of CAPS LOCK....

does wonders....
