
Subject: Blender -> Gmax uvw-map

Posted by [Slave](#) on Wed, 19 Mar 2008 18:08:27 GMT

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Somebody made me a model in Blender. He also UVW-mapped it there.
Problem is, i cannot get the uvwmap to look right in gmax/3dmax.

What would be a working procedure to get a mapped blender model to w3d?
