
Subject: Re: Make Terrain Bearable to Look At
Posted by [YazooGang](#) on Thu, 11 Dec 2008 02:06:48 GMT
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Cabal8616 wrote on Wed, 10 December 2008 18:41 Texture it? If you still want it to be the same color as the color you had in gmax/renx/3ds/whatever, just make a texture of that color and apply it.

A tip: Don't save your models after they've been textured. Save it RIGHT before you texture it, then texture it, export, and then see how it looks. When you mess with textured meshes, it can screw things up sometimes. Not always, but sometimes.
actually, there is a tool in 3ds max, it lets you delete the material that is applied to the mesh, i dont know about gmax since i dont have it .
