
Subject: Help applying material to beta harvester in 3DSMAX

Posted by [Vancer2](#) on Sat, 14 Feb 2009 01:14:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

I Want to know how to apply the materials for the Beta harvester I thought if I imported it, it would have the textures applied. But when I opened it the model was gray and the textures in the material editor are gray. When I tried applying them to specific parts they just map the entire thing. Here's the files as I don't have 3DS max. I do at school. This is all that I could do from messing around. If someone could make a tutorial or explain to me how to do it. I would appreciate it very much.

File Attachments

- 1) [Harveste.max](#), downloaded 131 times
- 2) [wheelharv.tga](#), downloaded 140 times
- 3) [sidemapharv.tga](#), downloaded 120 times
- 4) [V_HarvL1.W3D](#), downloaded 132 times
- 5) [topmapharv.tga](#), downloaded 144 times
- 6) [tireharv.tga](#), downloaded 126 times
