Subject: Help applying material to beta harvester in 3DSMAx Posted by Vancer2 on Sat, 14 Feb 2009 01:14:56 GMT

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I Want to know how to apply the materials for the Beta harvester I thoguth 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. Heres the files as I dont 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 119 times
- 2) wheelharv.tga, downloaded 131 times
- 3) sidemapharv.tga, downloaded 108 times
- 4) V_HarvL1.W3D, downloaded 121 times
- 5) topmapharv.tga, downloaded 130 times
- 6) tireharv.tga, downloaded 116 times