
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 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 138 times
- 3) [sidemapharv.tga](#), downloaded 119 times
- 4) [V_HarvL1.W3D](#), downloaded 132 times
- 5) [topmapharv.tga](#), downloaded 143 times
- 6) [tireharv.tga](#), downloaded 126 times

Subject: Re: Help applying material to beta harvester in 3DSMAX

Posted by [ErroR](#) on Sat, 14 Feb 2009 10:58:18 GMT

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nvm

Subject: Re: Help applying material to beta harvester in 3DSMAX

Posted by [Vancer2](#) on Mon, 16 Feb 2009 00:48:35 GMT

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????????? dude I really need help
