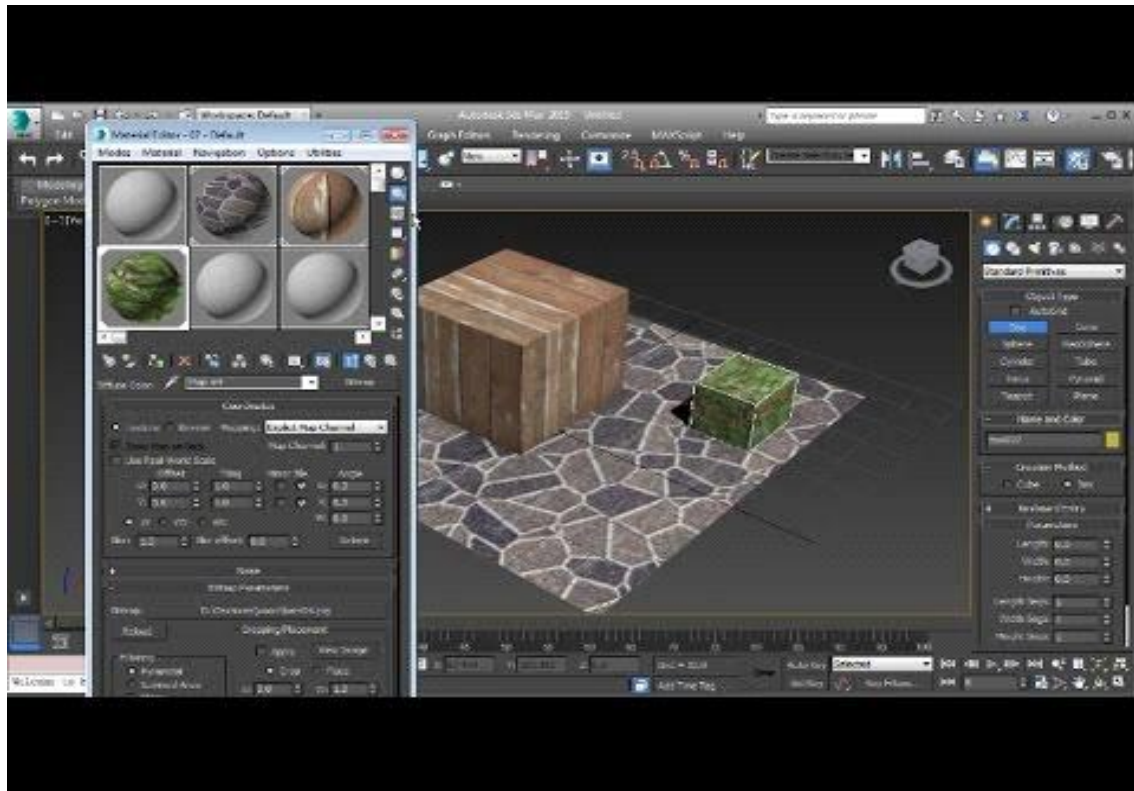
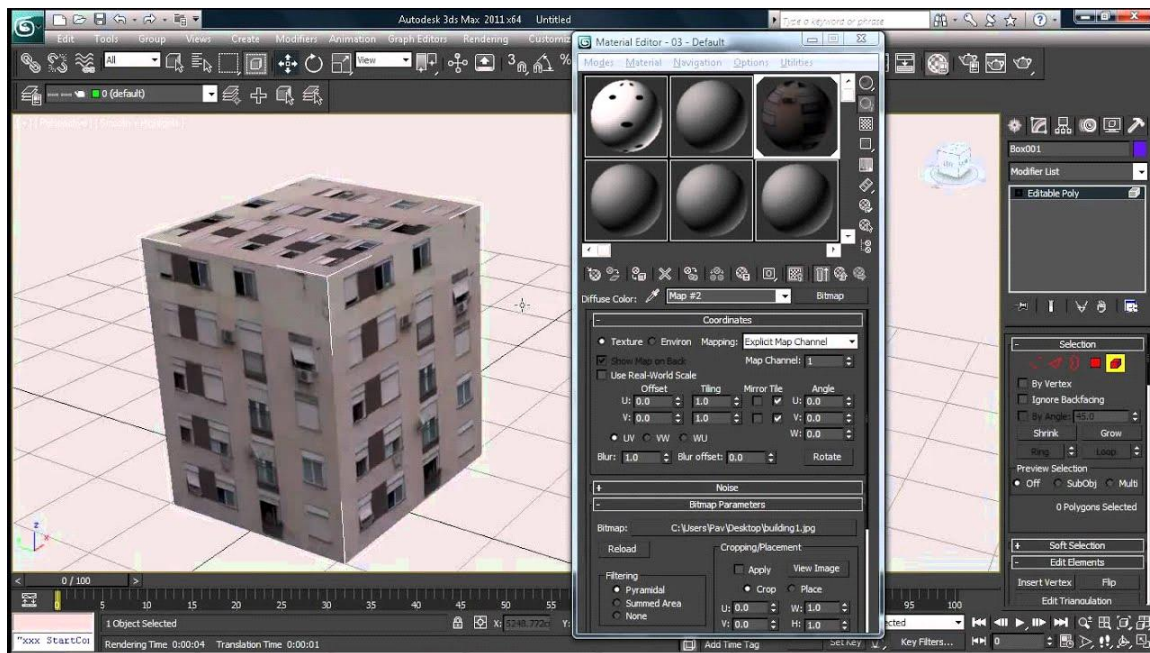


What is texturing 3ds Max?

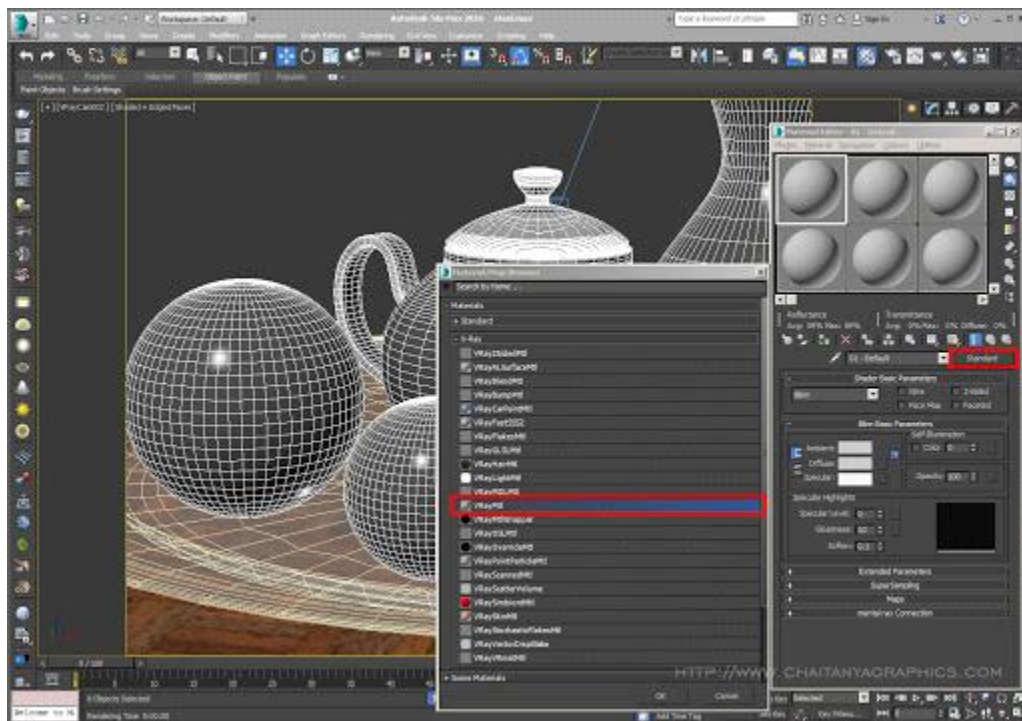
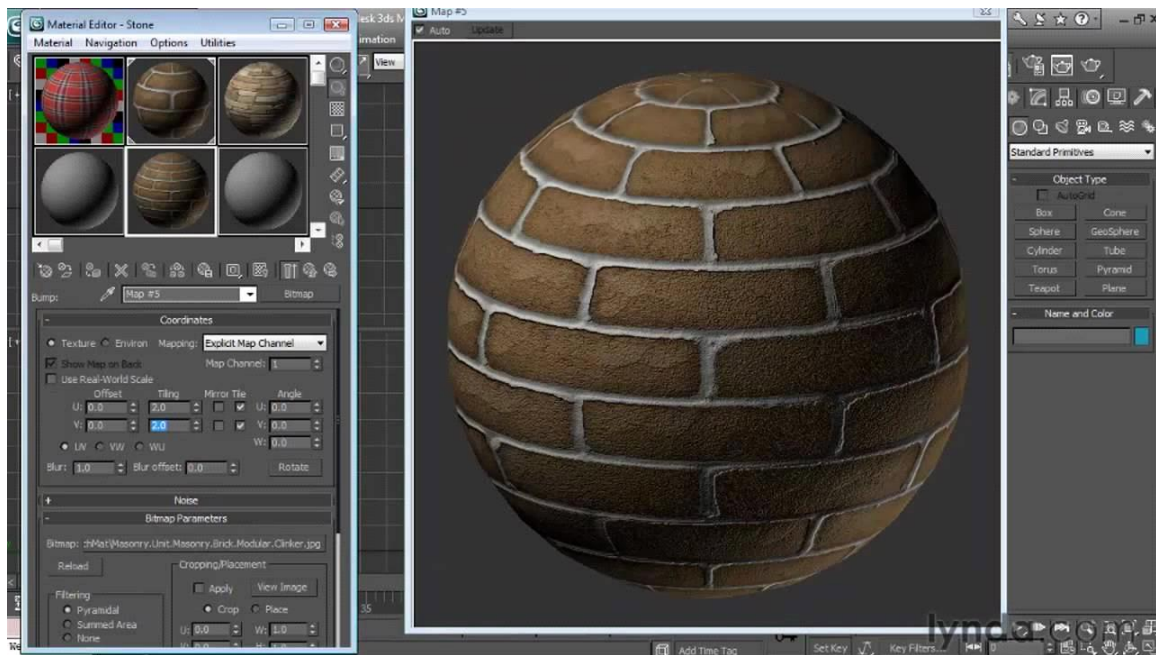
Texturing In 3D Studio Max (Using UVW and Unwrap UVW Maps). Texturing an object is understood as the process of adding skin and colour to an object.





What is material 3ds Max?

Materials create greater realism in a scene. A material describes how an object reflects or transmits light. You assign materials to individual objects or selection sets; a single scene can contain many different materials. Different materials have different uses.



What is Unwrapping 3ds Max?

The Unwrap UVW modifier lets you assign mapping (texture) coordinates to objects and sub-object selections, and to edit those coordinates by hand as well as with a variety of tools. You can also use it to unwrap and edit existing UVW coordinates on an object.

