

[+] [Perspective] [Shaded]

1,open this file



Missing External Files

C:\Users\Derrick\Desktop\apple\present\textures\beta\characters\spartan\spartan_helmet_default_diffuse.dds
C:\Users\Derrick\Desktop\apple\present\textures\beta\characters\spartan\spartan_armor_diff.dds
C:\Users\Derrick\Desktop\apple\present\textures\beta\characters\spartan\spartan_arms_diffuse.dds
C:\Users\Derrick\Desktop\apple\present\textures\Retail\characters\spartan\spartan_suit.dds
C:\Users\Derrick\Desktop\apple\present\textures\Retail\characters\spartan\knife_chest.dds
C:\Users\Derrick\Desktop\apple\present\textures\beta\characters\spartan\spartan_knee_adrianna_diff.dds
C:\Users\Derrick\Desktop\apple\present\textures\beta\characters\spartan\spartan_chest_grenade_belt_emile_diff.dds

2) press browse
(missing maps are showing up)

Don't Display This Message at Render Time

Standard Primitives

Object Type

AutoGrid

Box Cone
Sphere GeoSphere
Cylinder Tube
Torus Pyramid
Teapot Plane

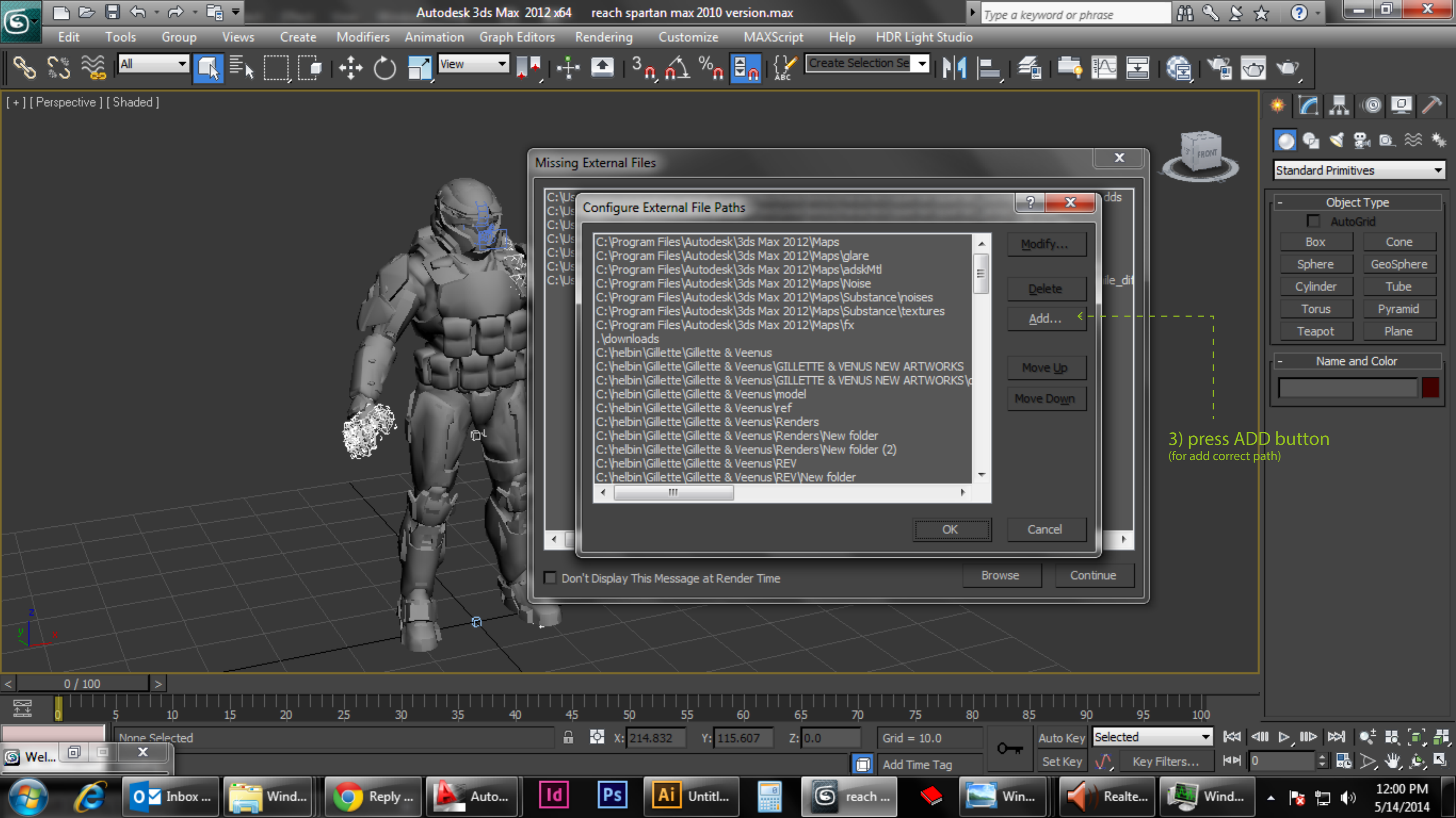
Name and Color

0 / 100

None Selected X: 345.891 Y: 370.212 Z: 0.0 Grid = 10.0

Well... X

Add Time Tag Auto Key Selected Set Key Key Filters... 0



[+] [Perspective] [Shaded]



Missing External Files

Configure External File Paths

- C:\Program Files\Autodesk\3ds Max 2012\Maps
- C:\Program Files\Autodesk\3ds Max 2012\Maps\glare
- C:\Program Files\Autodesk\3ds Max 2012\Maps\adskMtl
- C:\Program Files\Autodesk\3ds Max 2012\Maps\Noise
- C:\Program Files\Autodesk\3ds Max 2012\Maps\Substance\noises
- C:\Program Files\Autodesk\3ds Max 2012\Maps\Substance\textures
- C:\Program Files\Autodesk\3ds Max 2012\Maps\fx
- .\downloads
- C:\helbin\Gillette\Gillette & Veenus
- C:\helbin\Gillette\Gillette & Veenus\GILLETTE & VENUS NEW ARTWORKS
- C:\helbin\Gillette\Gillette & Veenus\GILLETTE & VENUS NEW ARTWORKS\
- C:\helbin\Gillette\Gillette & Veenus\model
- C:\helbin\Gillette\Gillette & Veenus\ref
- C:\helbin\Gillette\Gillette & Veenus\Renders
- C:\helbin\Gillette\Gillette & Veenus\Renders\New folder
- C:\helbin\Gillette\Gillette & Veenus\Renders\New folder (2)
- C:\helbin\Gillette\Gillette & Veenus\REV
- C:\helbin\Gillette\Gillette & Veenus\REV\New folder

Buttons: Modify..., Delete, Add..., Move Up, Move Down, OK, Cancel

Don't Display This Message at Render Time

Buttons: Browse, Continue

3) press ADD button (for add correct path)

Standard Primitives

Object Type

- AutoGrid
- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane

Name and Color

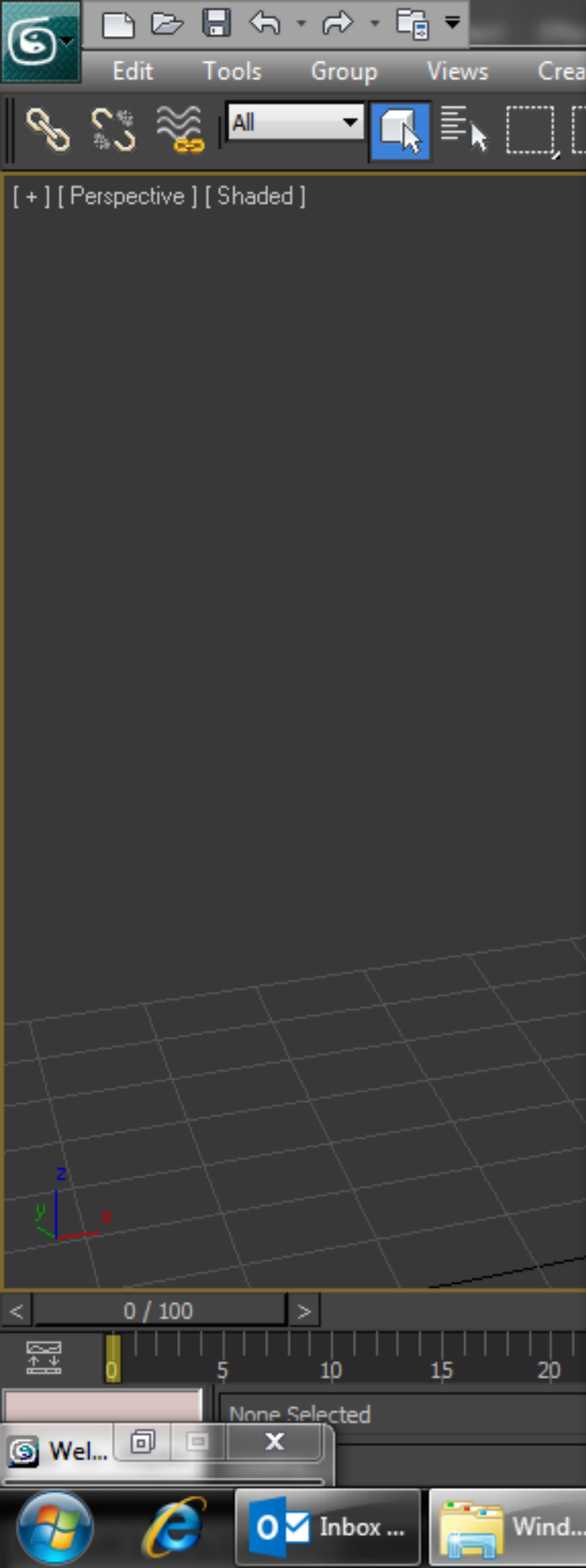
Color selection area

0 / 100

None Selected

X: 214.832 Y: 115.607 Z: 0.0 Grid = 10.0

Buttons: Add Time Tag, Auto Key, Set Key, Key Filters...



Choose New External Files Path

Folder: 3ds Max 2012

Name

bin
CER
CivilVi
Cloth
Default
dlcom
drivers
en-US
fonts
hair
hardwa
help
html
Invent
JSR
maps
materi
MC3
menta
Netwo
Netwo
plugcf
plugin
plug-in
render
Render
render
sceneassets
Scripts
Setup

Address Bar: << Local Disk (C:) >> helbin > Reference > meshes > Halo Reach Spartan > reach spartan > present > textures >

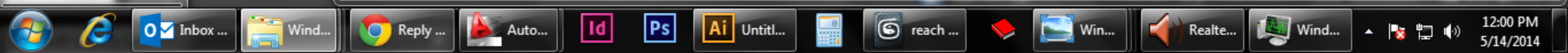
Organize Include in library Share with Burn New folder

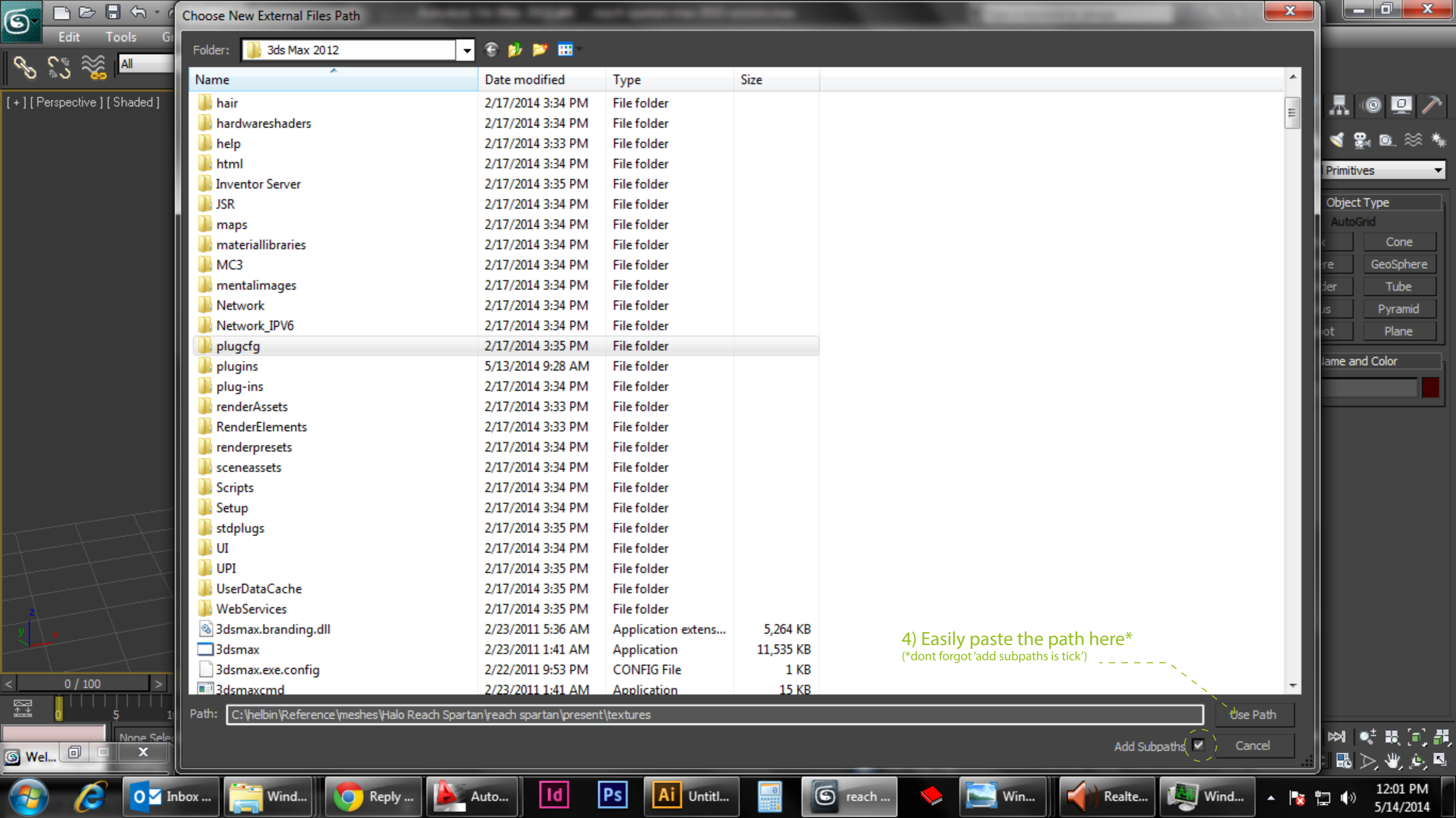
Name	Date modified	Type	Size
beta	2/25/2011 12:57 PM	File folder	
Retail	11/22/2010 2:55 PM	File folder	

4) Easily copy the path from address bar
(where u save texture, another window)

Path:

Use Path Add Subpaths Cancel





Choose New External Files Path

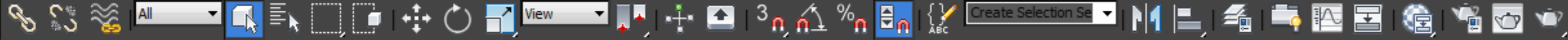
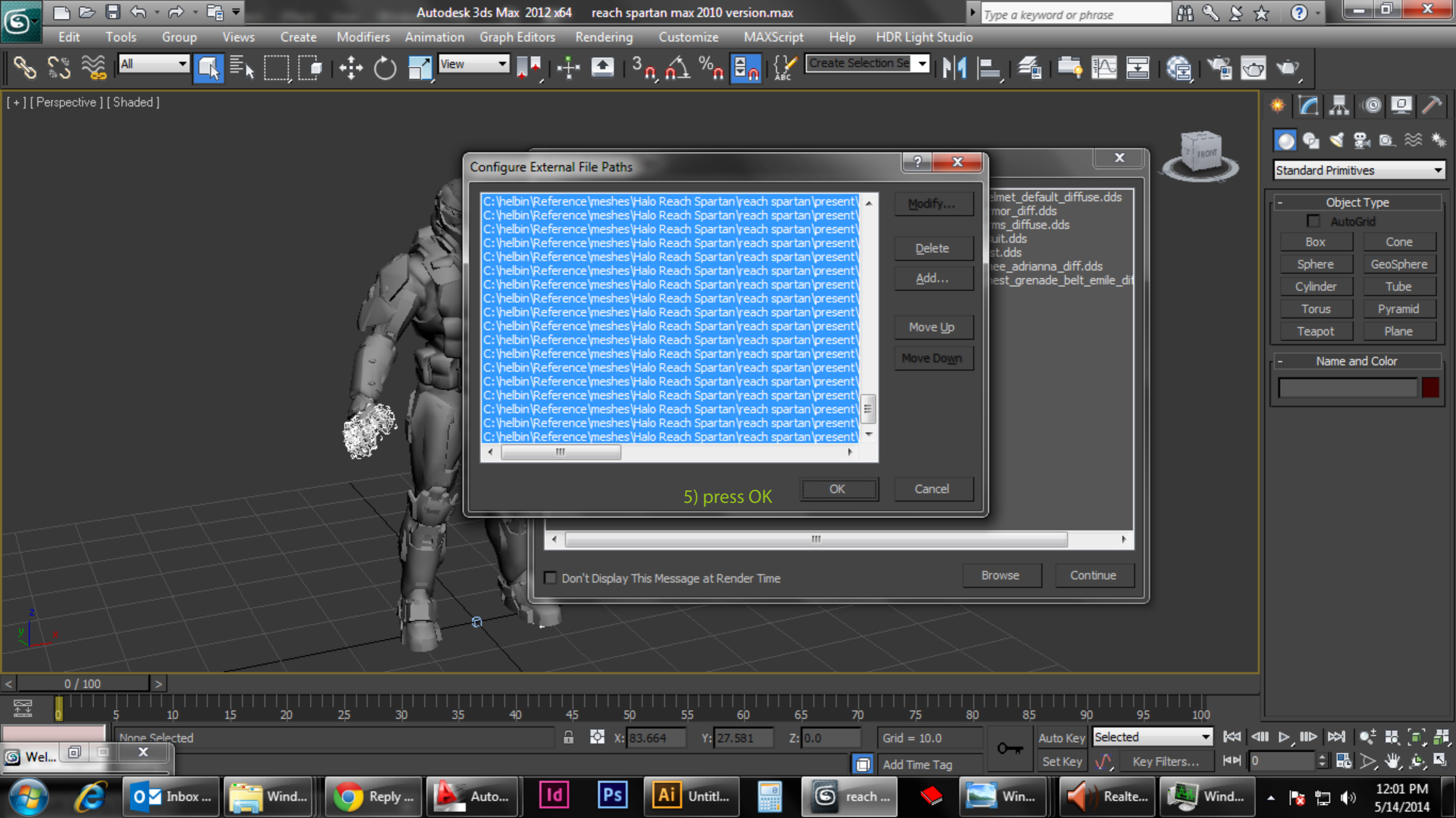
Folder: 3ds Max 2012

Name	Date modified	Type	Size
hair	2/17/2014 3:34 PM	File folder	
hardwareshaders	2/17/2014 3:34 PM	File folder	
help	2/17/2014 3:33 PM	File folder	
html	2/17/2014 3:34 PM	File folder	
Inventor Server	2/17/2014 3:35 PM	File folder	
JSR	2/17/2014 3:34 PM	File folder	
maps	2/17/2014 3:34 PM	File folder	
materiallibraries	2/17/2014 3:34 PM	File folder	
MC3	2/17/2014 3:34 PM	File folder	
mentalimages	2/17/2014 3:34 PM	File folder	
Network	2/17/2014 3:34 PM	File folder	
Network_IPV6	2/17/2014 3:34 PM	File folder	
plugcfg	2/17/2014 3:35 PM	File folder	
plugins	5/13/2014 9:28 AM	File folder	
plug-ins	2/17/2014 3:34 PM	File folder	
renderAssets	2/17/2014 3:33 PM	File folder	
RenderElements	2/17/2014 3:33 PM	File folder	
renderpresets	2/17/2014 3:34 PM	File folder	
sceneassets	2/17/2014 3:34 PM	File folder	
Scripts	2/17/2014 3:34 PM	File folder	
Setup	2/17/2014 3:34 PM	File folder	
stdplugins	2/17/2014 3:35 PM	File folder	
UI	2/17/2014 3:34 PM	File folder	
UPI	2/17/2014 3:35 PM	File folder	
UserDataCache	2/17/2014 3:35 PM	File folder	
WebServices	2/17/2014 3:35 PM	File folder	
3dsmax.branding.dll	2/23/2011 5:36 AM	Application extens...	5,264 KB
3dsmax	2/23/2011 1:41 AM	Application	11,535 KB
3dsmax.exe.config	2/22/2011 9:53 PM	CONFIG File	1 KB
3dsmaxcmd	2/23/2011 1:41 AM	Application	15 KB

4) Easily paste the path here*
(*dont forgot 'add subpaths is tick')

Path: C:\helbin\Reference\meshes\Halo Reach Spartan\reach spartan\present\textures

Use Path
Add Subpaths
Cancel



[+] [Perspective] [Shaded]

Configure External File Paths

C:\helbin\Reference\meshes\Halo Reach Spartan\reach spartan\present...
 C:\helbin\Reference\meshes\Halo Reach Spartan\reach spartan\present...
 C:\helbin\Reference\meshes\Halo Reach Spartan\reach spartan\present...
 C:\helbin\Reference\meshes\Halo Reach Spartan\reach spartan\present...
 C:\helbin\Reference\meshes\Halo Reach Spartan\reach spartan\present...
 C:\helbin\Reference\meshes\Halo Reach Spartan\reach spartan\present...
 C:\helbin\Reference\meshes\Halo Reach Spartan\reach spartan\present...
 C:\helbin\Reference\meshes\Halo Reach Spartan\reach spartan\present...
 C:\helbin\Reference\meshes\Halo Reach Spartan\reach spartan\present...
 C:\helbin\Reference\meshes\Halo Reach Spartan\reach spartan\present...
 C:\helbin\Reference\meshes\Halo Reach Spartan\reach spartan\present...
 C:\helbin\Reference\meshes\Halo Reach Spartan\reach spartan\present...
 C:\helbin\Reference\meshes\Halo Reach Spartan\reach spartan\present...
 C:\helbin\Reference\meshes\Halo Reach Spartan\reach spartan\present...
 C:\helbin\Reference\meshes\Halo Reach Spartan\reach spartan\present...
 C:\helbin\Reference\meshes\Halo Reach Spartan\reach spartan\present...
 C:\helbin\Reference\meshes\Halo Reach Spartan\reach spartan\present...
 C:\helbin\Reference\meshes\Halo Reach Spartan\reach spartan\present...
 C:\helbin\Reference\meshes\Halo Reach Spartan\reach spartan\present...

Modify...
Delete
Add...
Move Up
Move Down

5) press OK

OK Cancel

helmet_default_diffuse.dds
 mor_diff.dds
 ms_diffuse.dds
 quit.dds
 st.dds
 tee_adrianna_diff.dds
 vest_grenade_belt_emile_diff.dds

Browse Continue



Standard Primitives

Object Type

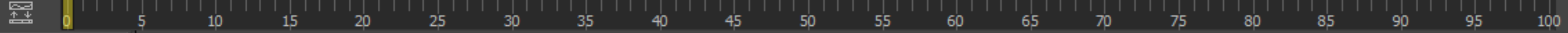
AutoGrid

Box Cone
 Sphere GeoSphere
 Cylinder Tube
 Torus Pyramid
 Teapot Plane

Name and Color

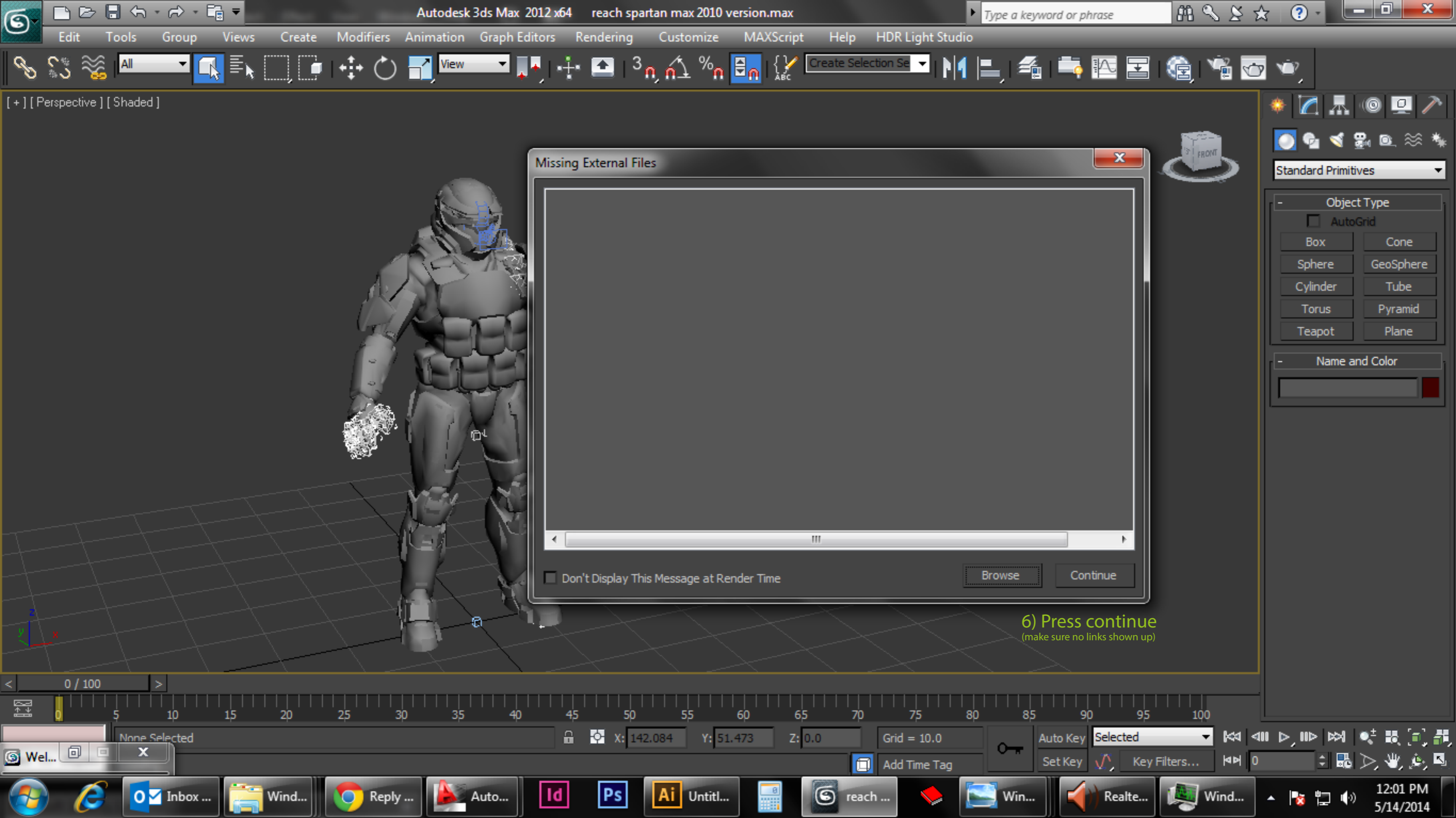
[Color Selection Area]

0 / 100



None Selected

Auto Key Selected Set Key Key Filters... Add Time Tag



[+] [Perspective] [Shaded]

Missing External Files

Don't Display This Message at Render Time

Browse Continue

Standard Primitives

- Object Type
- AutoGrid
 - Box
 - Cone
 - Sphere
 - GeoSphere
 - Cylinder
 - Tube
 - Torus
 - Pyramid
 - Teapot
 - Plane

Name and Color

6) Press continue
(make sure no links shown up)

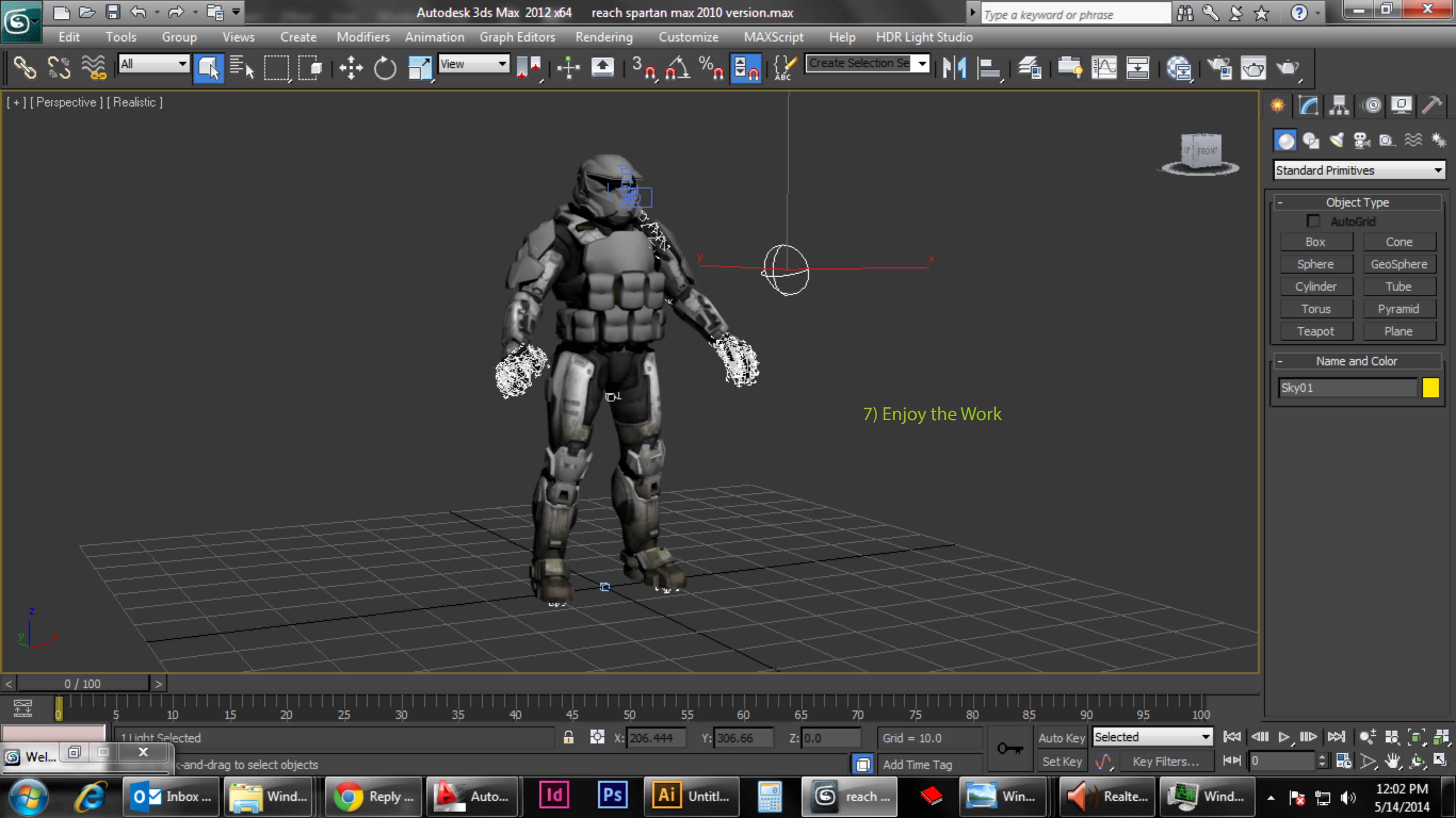
0 / 100

5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

None Selected

X: 142.084 Y: 51.473 Z: 0.0 Grid = 10.0

Add Time Tag Auto Key Selected Set Key Key Filters...



7) Enjoy the Work

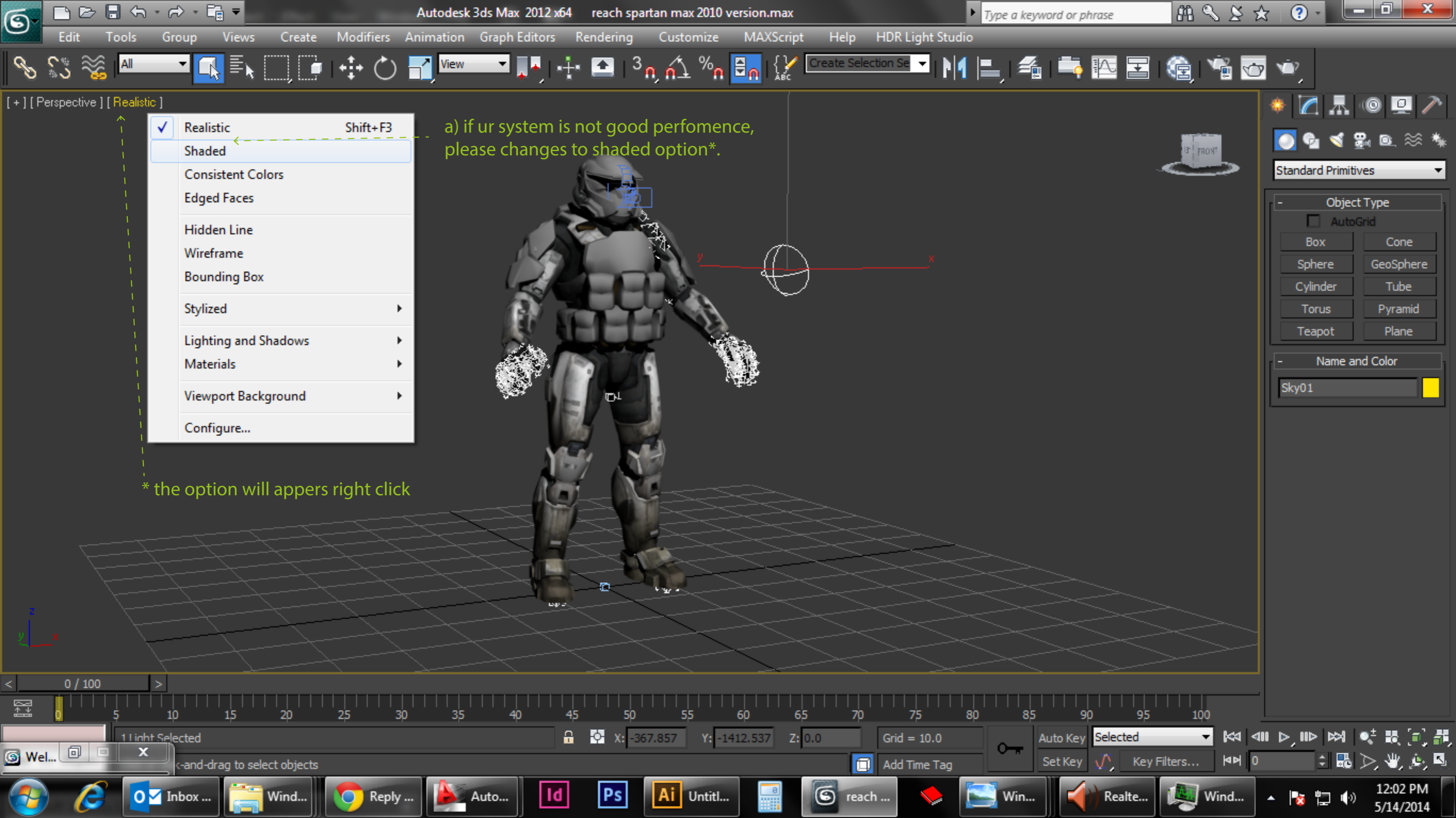
Standard Primitives

Object Type

- AutoGrid
- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane

Name and Color

Sky01 [Yellow Swatch]



a) if ur system is not good performance, please changes to shaded option*.

* the option will appers right click

- ✓ Realistic Shift+F3
- Shaded
- Consistent Colors
- Edged Faces
- Hidden Line
- Wireframe
- Bounding Box
- Stylized
- Lighting and Shadows
- Materials
- Viewport Background
- Configure...

Standard Primitives

Object Type

AutoGrid

Box	Cone
Sphere	GeoSphere
Cylinder	Tube
Torus	Pyramid
Teapot	Plane

Name and Color

Sky01

0 / 100

5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

1 light Selected

X: -367.857 Y: -1412.537 Z: 0.0

Grid = 10.0

Auto Key Selected

Set Key

Key Filters...