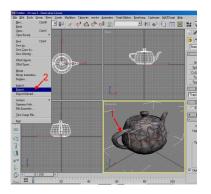
## DSMD-Maker Operational Procedures 01. Build a model and apply mapping in the 3ds Max software.



- 02. Select [Export] function from 3ds Max.
- 03. Give the file a name and select its location.



04. Click [OK] to export file teapot.dsmd.



05. To see the result of the exported file teapot.dsmd, please refer to "<u>Mod</u> <u>el Packager Instructions".</u>

## **DSMD-Maker User Instructions**



1. Select "Copy Textures": This is to enable the related mapping used on a model is saved to the same location as the dsmd file when saving the model, so when reading the dsmd file, the mapping will be easily found.

2. Note: FancyDesigner uses "cm" as the unit values for measurements in the scene, users must be careful on the ratio when building models from 3ds Max.

{jcomments on}