

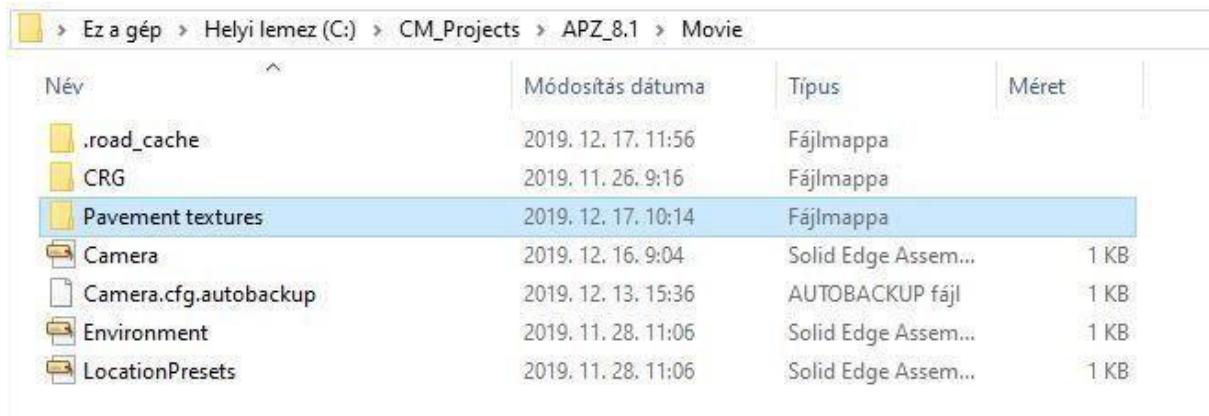
Adding textures to CarMaker

1. Introduction

In IPG CarMaker the created Automotive Proving Ground has several third-party textures. In this document we will show you how to add the given third-party textures to work properly.

2. Adding textures

Unpack the compressed file/Copy the 'Pavement textures' folder to the right direction (1. figure): **C:\CM_Projects\PROJECTNAME\Movie**.



1. figure: Direction folder

Note: The Automotive Proving Ground is built up by third-party textures. It is crucial to keep the direction folders.