Export Obj Files using 3DS Max   **Dr. YingLiang Ma**

1. Download a free table model from internet. I use https://free3d.com/3d-models/table
   The choice of table should be a single texture (repeatable texture is better). Simple and low-poly model is better.
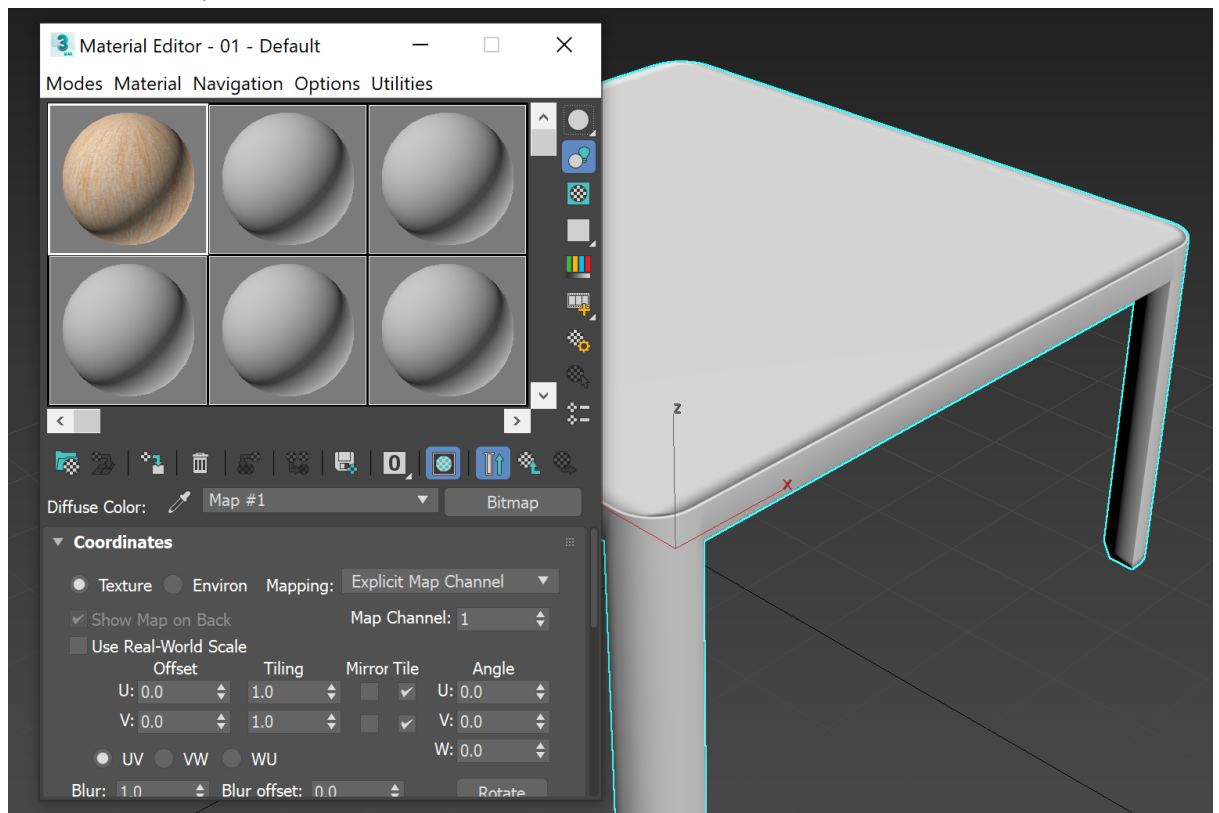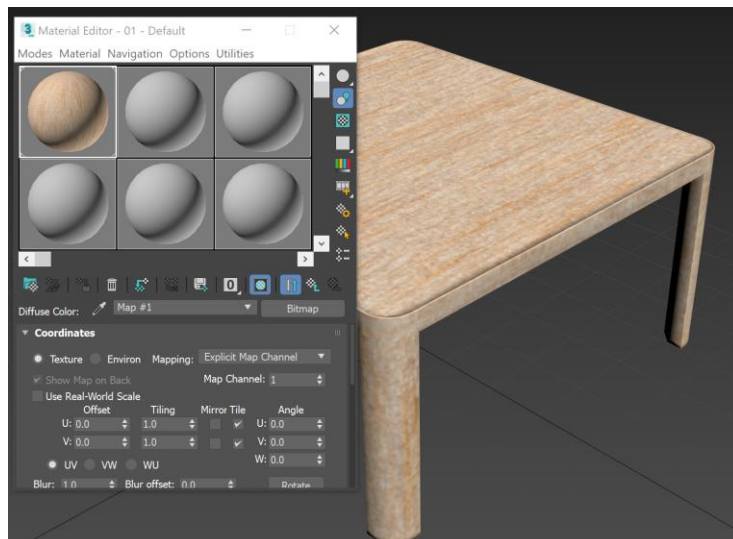

2. Import it into the 3DSMax
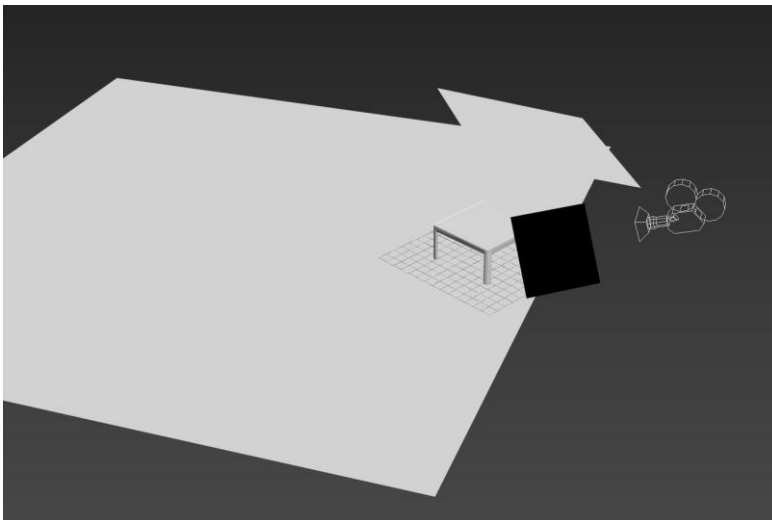
3. Delete unnecessary objects.
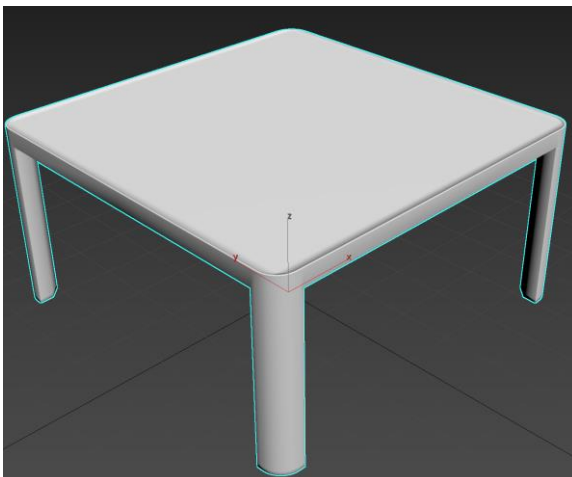
4. Download a wood texture image from internet.

5. Create a material using compact material Editor. Make sure you turn on "Show Shaded material in Viewport"

6. Assign the material to the object. Convert object into an editable mesh object if necessary.

7. Export the model as the OBJ file. Make sure that you select "Triangles" options for Faces. You also need to check the "Flip YZ-axis" option to make it correct in the OpenGL coordinate system. You need vertex, normal and texture coordinates.

OBJ Export Options ✕

Geometry
☑ Flip YZ-axis (Poser-like)
☐ Shapes/Lines
☐ Hidden objects

Faces: Triangles ▾

☑ Texture coordinates
☑ Normals
☐ Smoothing groups

Scale: 1.0 ⇕

Material
☐ Export materials
☐ Create mat-library
☐ Force black ambient
Map-Export...

Output
Target: PC/Win ▾

☐ relative numbers

Precision: 4 ⇕

Optimize
☑ vertex   ☑ normals   ☑ texture-coord

☐ Write log to Export-folder (when using #noPrompt in scripts)

reset: <NONE> ▾

Export   Cancel   Help