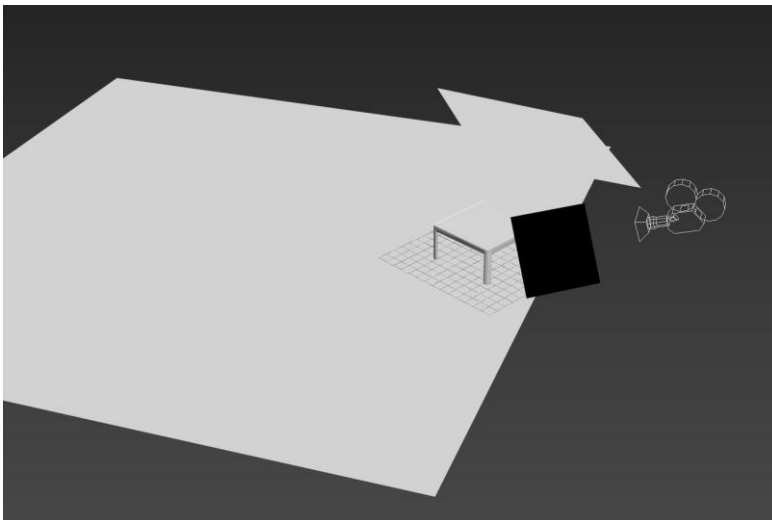


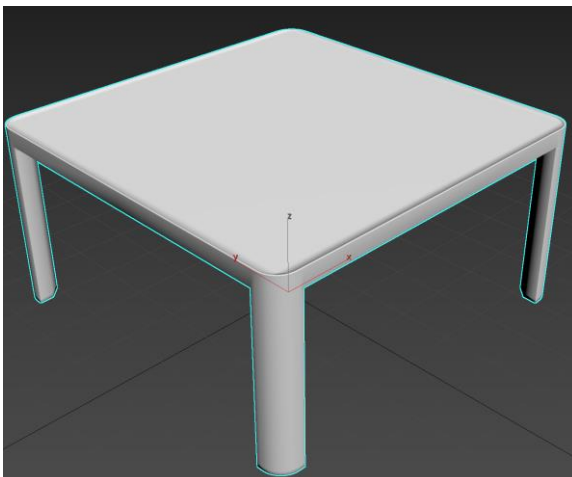
1. Download a free table model from internet. I use <https://free3d.com/3d-models/table>
The choice of table should be a single texture (repeatable texture is better). Simple and low-poly model is better.



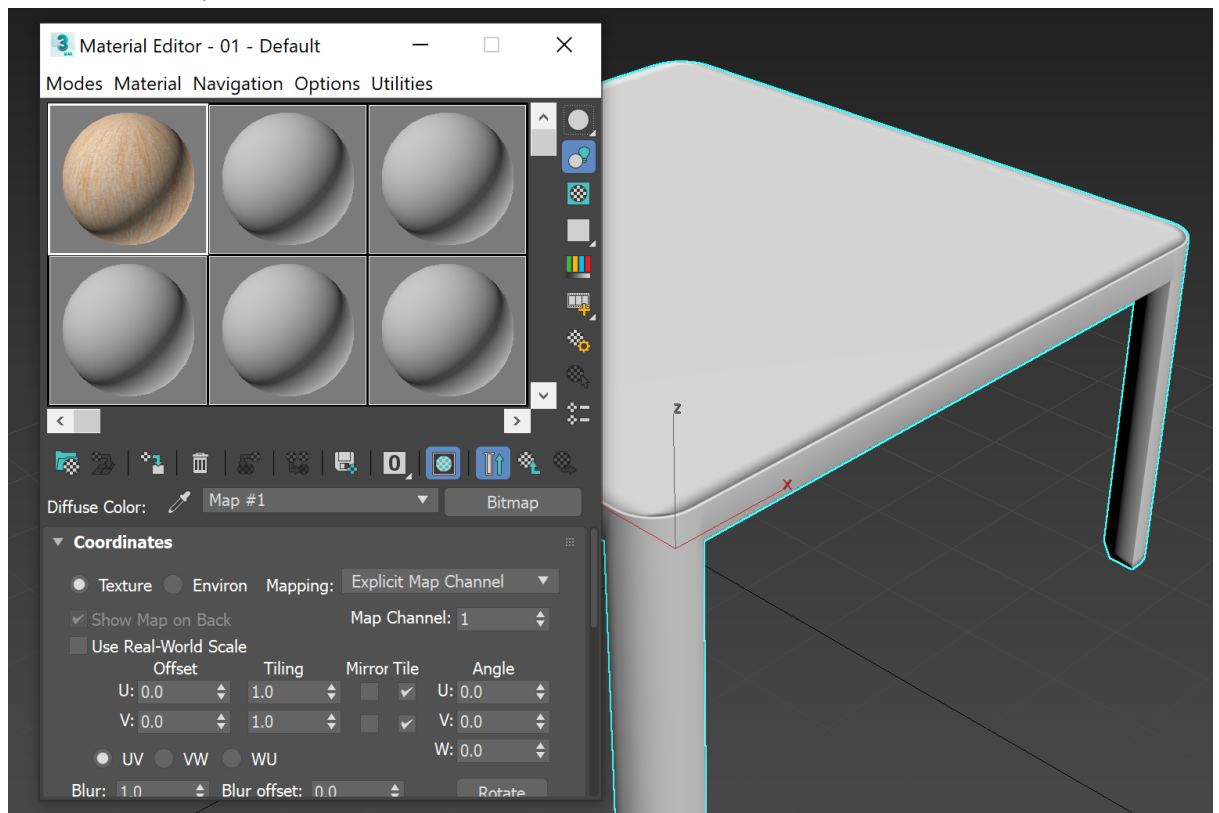
2. Import it into the 3DSMax



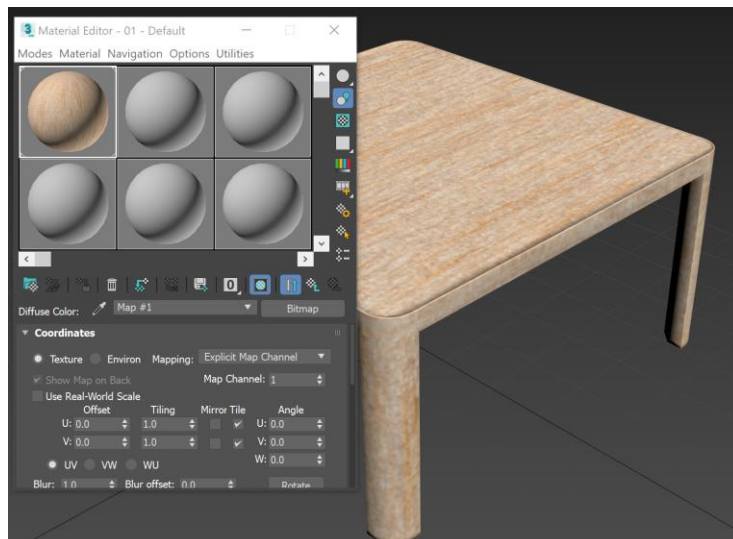
3. Delete unnecessary objects.



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 need vertex, normal and texture coordinates.

