

## Step 4a : Static model Process

We start on at preliminary part where if you have the 3D model, all plugin install and prepared by now.

This part cover:

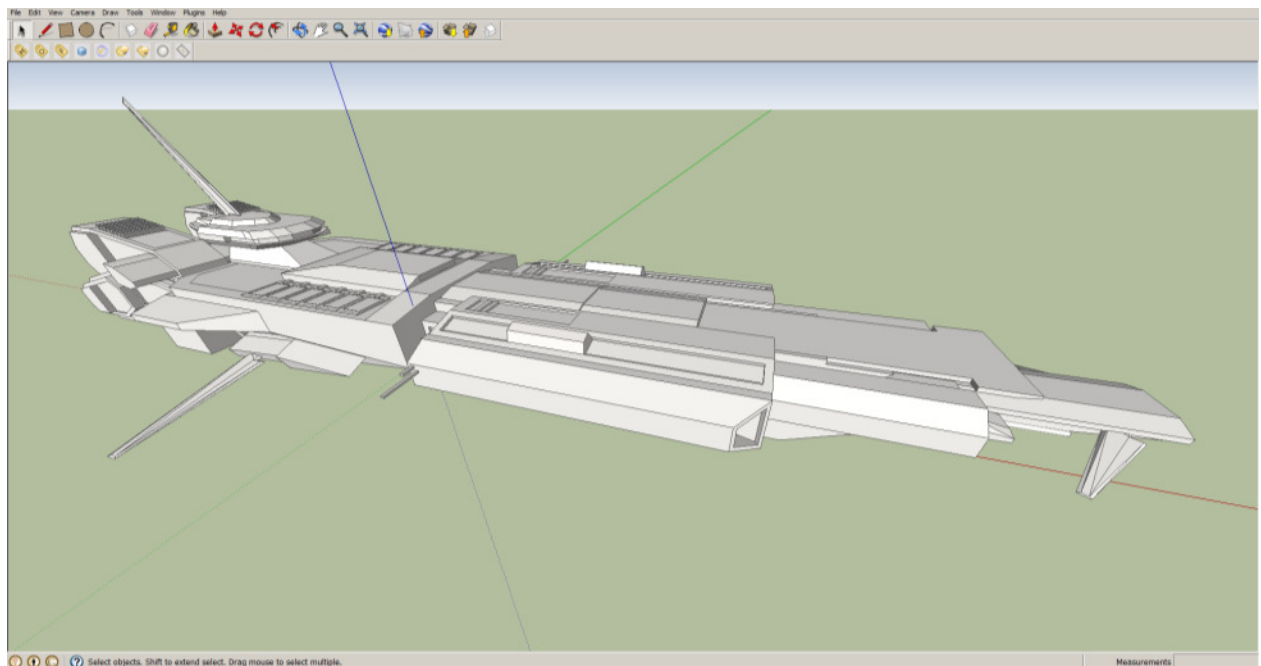
- Import from Sketchup to 3dsMax
- Merging model into one
- Texturing Assigning

Let's start!

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### *SKETCHUP*

Assume you have the model in sketchup, and its final model



In this situation, I didn't put the texture on it. Just go and Save normally in the folder of your project. We are going to import it to 3dsmax.

## 3DS MAX

Open your 3ds Max 2012

Since you have saved the model in “.skp” format which is Sketchup format, a new 3ds Max can normally import the file. Just go **“import”**



Import your model



The model will appear on 3dsMax without texture.

