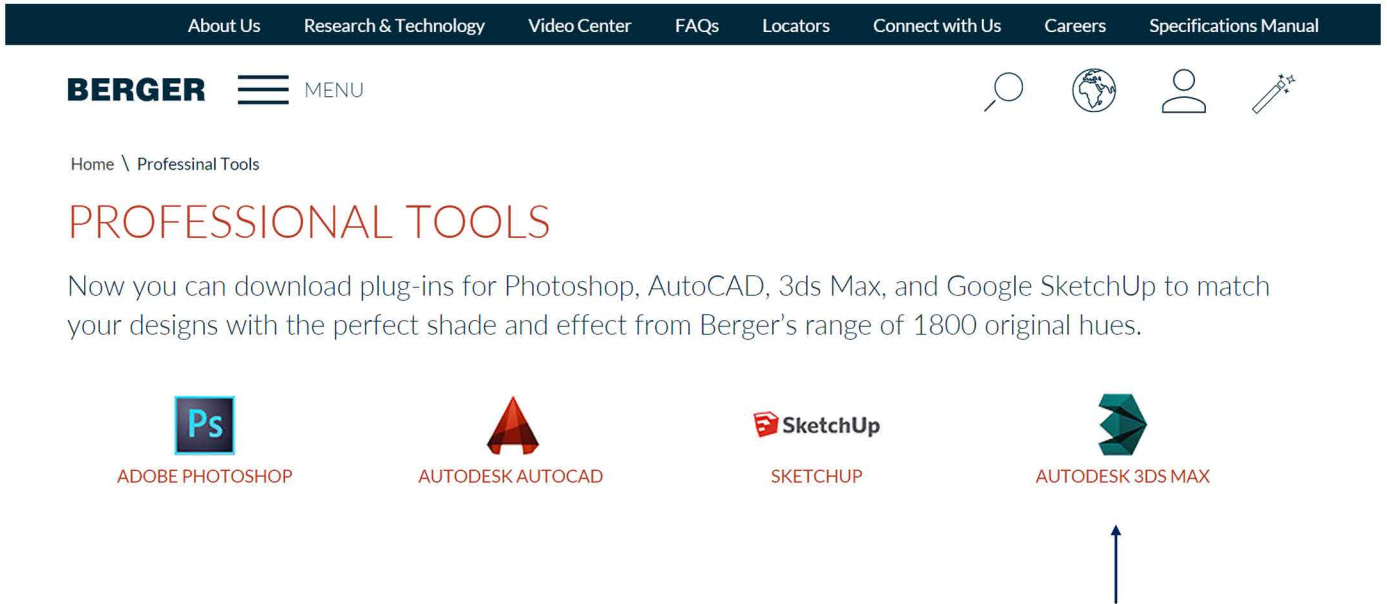


3ds Max Installation Process

To download the 3ds Max material library file on your computer you will have to follow the following instructions:

Step 1: Click on the 3ds Max icon, to start downloading



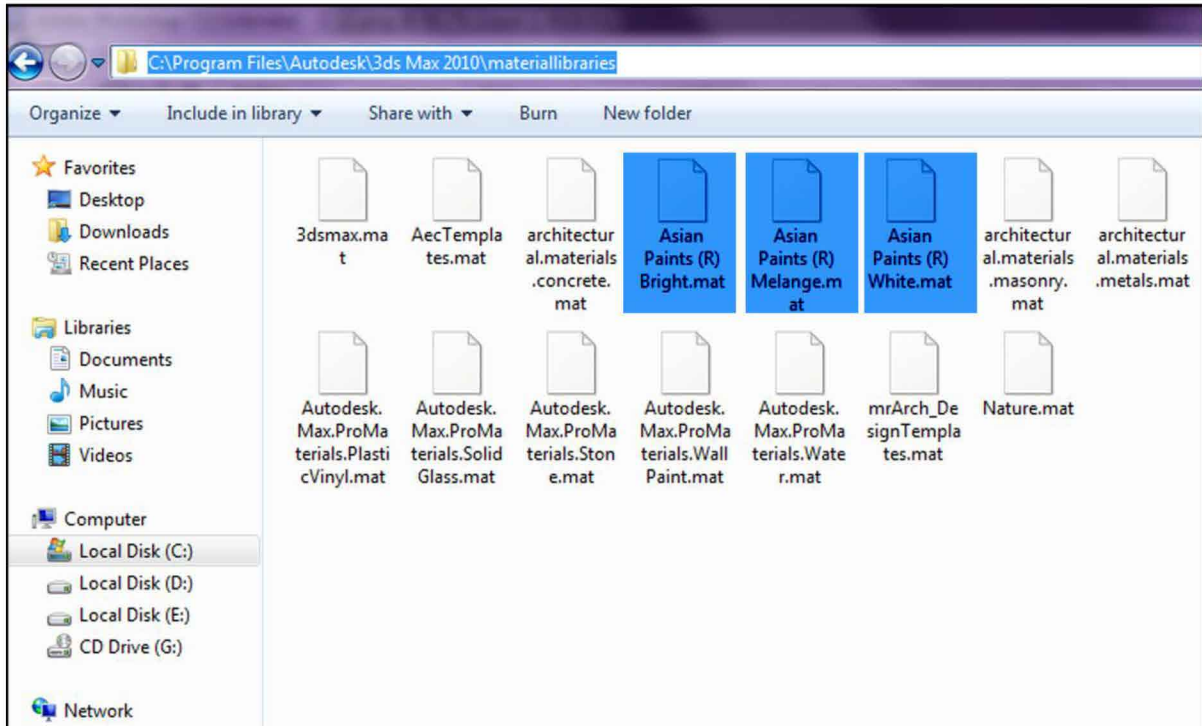
The screenshot shows the top navigation bar of the Berger website with links: About Us, Research & Technology, Video Center, FAQs, Locators, Connect with Us, Careers, and Specifications Manual. Below the navigation bar is the Berger logo and a MENU icon. On the right side, there are icons for search, a globe, a user profile, and a paintbrush. The main content area is titled 'PROFESSIONAL TOOLS' and includes the text: 'Now you can download plug-ins for Photoshop, AutoCAD, 3ds Max, and Google SketchUp to match your designs with the perfect shade and effect from Berger's range of 1800 original hues.' Below this text are four icons representing the software: Adobe Photoshop (Ps), Autodesk AutoCAD (A), SketchUp, and Autodesk 3ds Max. An upward-pointing arrow is positioned below the Autodesk 3ds Max icon.

Step 2: Once you download the 3ds Max Zip file, extract it on the Desktop. The extracted files are:



Step 3: Now copy all the three files from the extracted folder and paste it in the **'Material Libraries'** folder as shown:

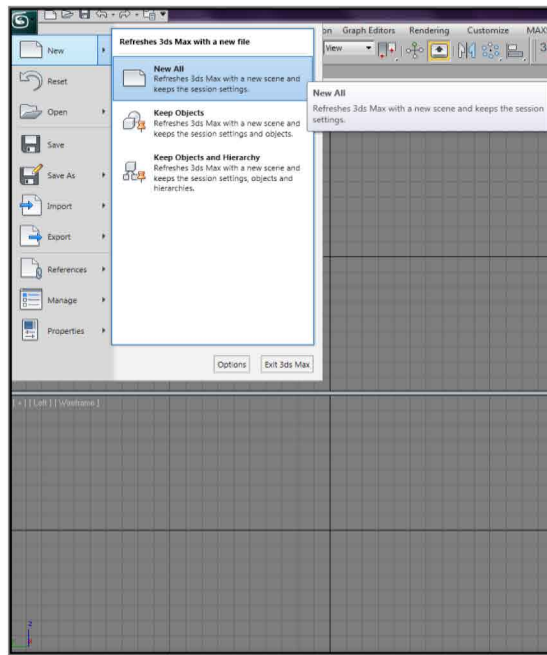
(In the address box - blue highlighted portion is the path where you have to paste the Colour Books)



- These three highlighted files in the box are the Asian Paints colour books.

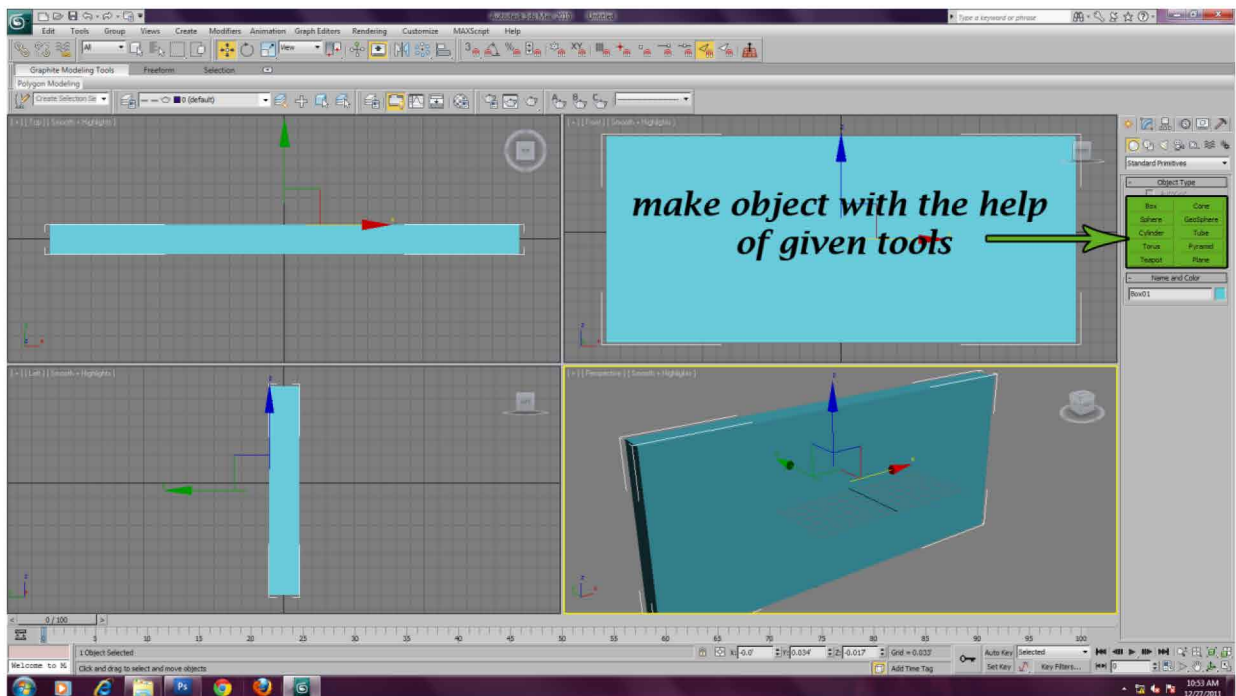
How to use?

Step 1: Open the software 3ds Max. Click on the “LOGO” button to “OPEN” a new file.

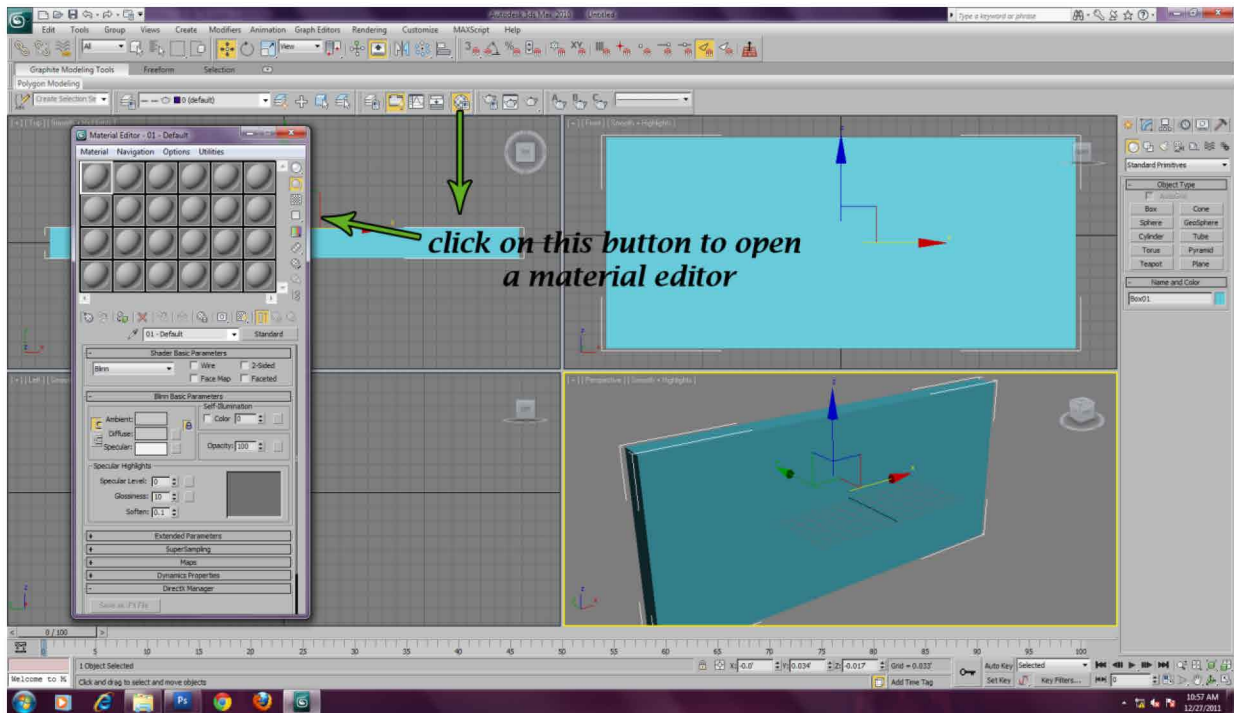


- Click on “New All” to open a new scene file.

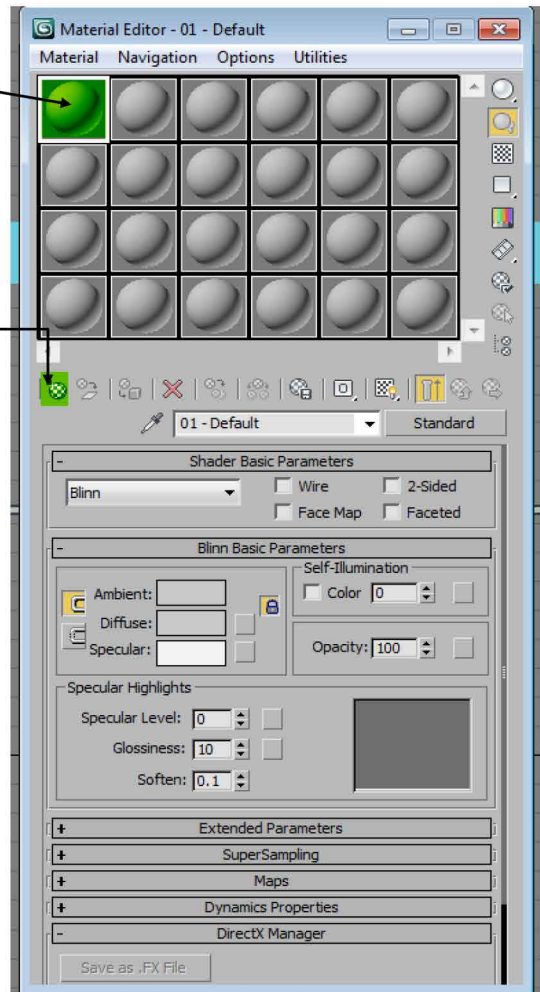
Step 2: To draw objects, select tools which are highlighted in green colour below in the picture:



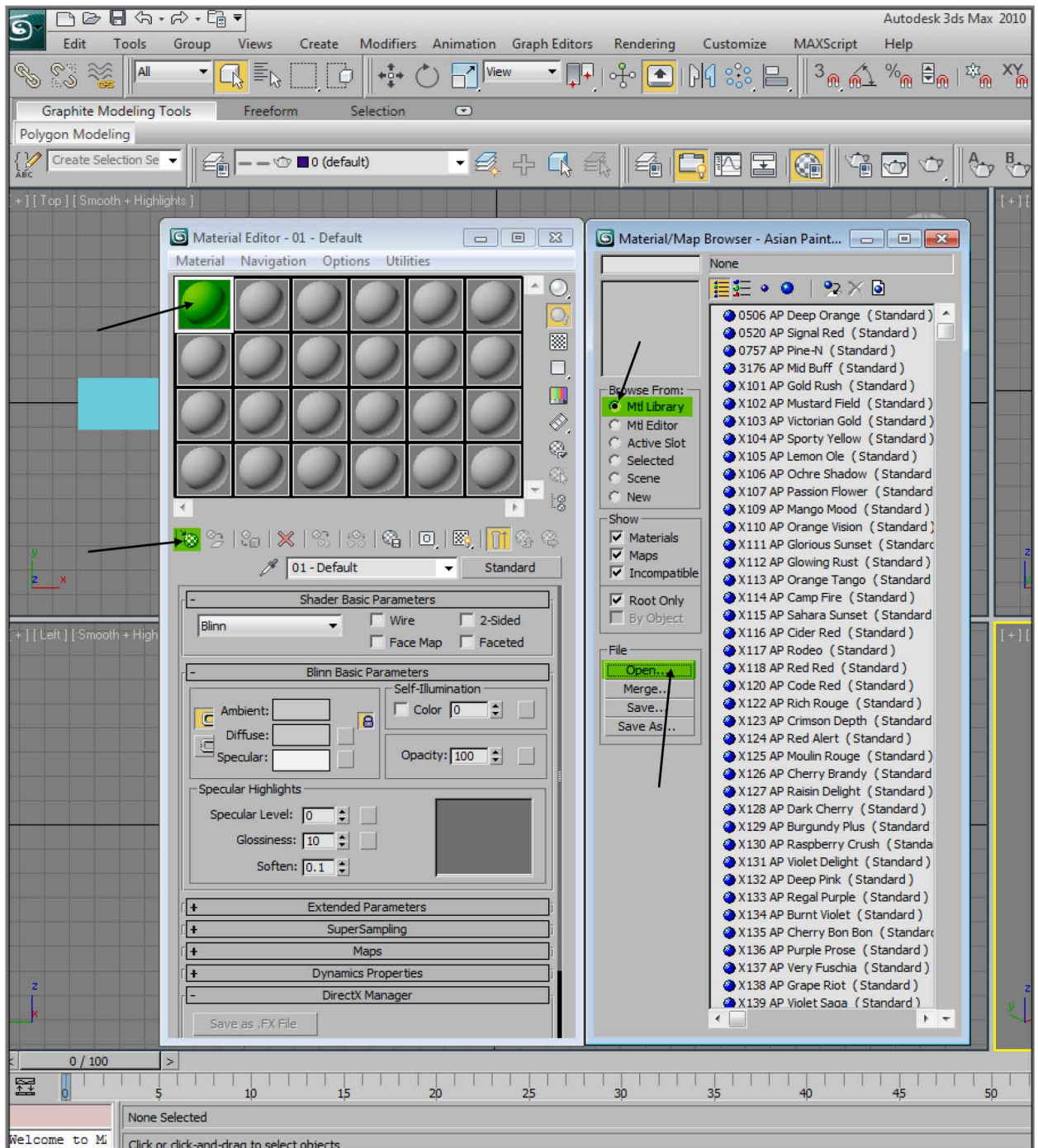
Step 3: Click on the box below given in the picture to open a Material Editor Slot.



- Click on the Material Ball which is highlighted in the picture.
- Next you have to click on the small icon which is just below to the material editor slots. This icon is to get the materials from the material library.

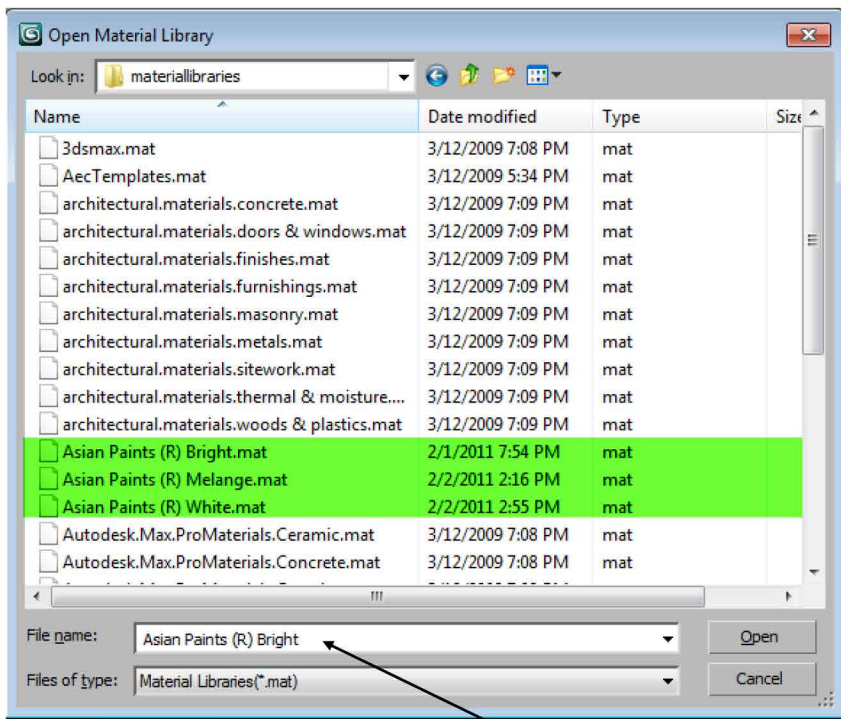
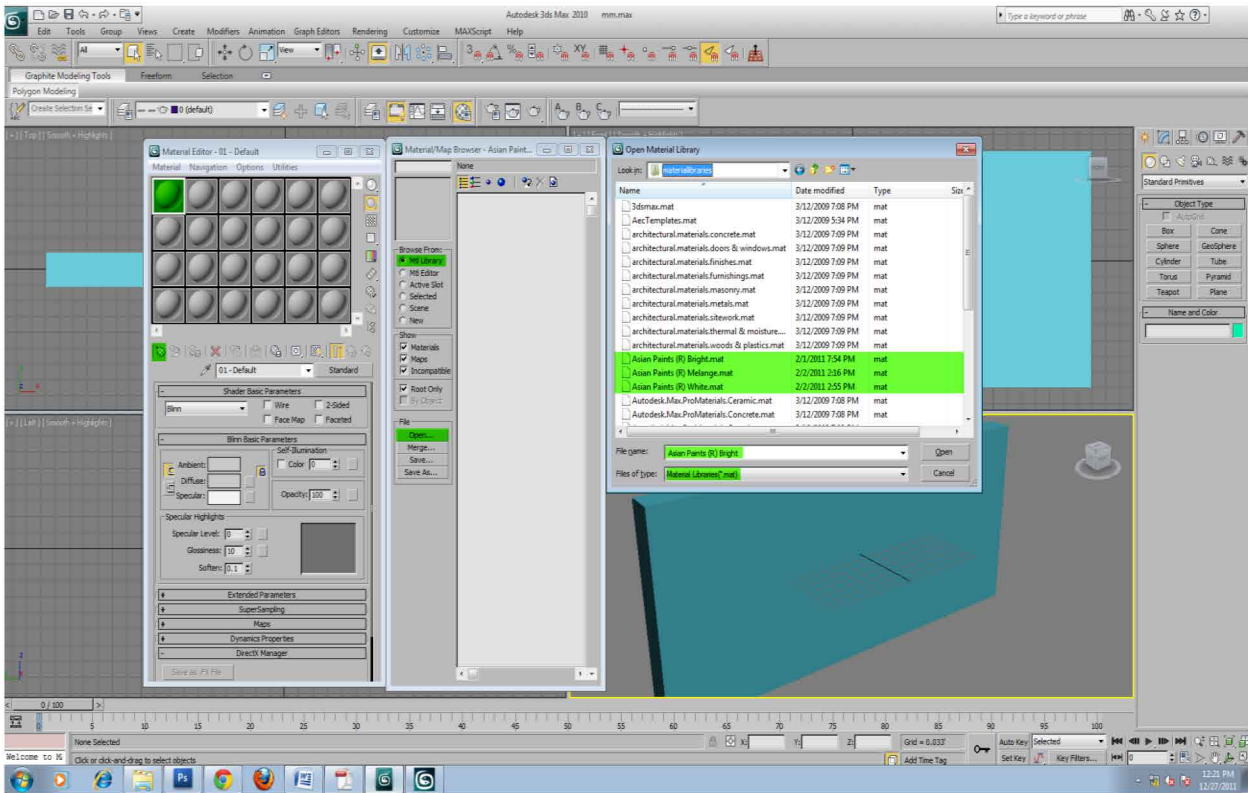


Step 4: Once you click on the small icon in material editor you will see a new window coming up which is called “Material Map Browser” as shown in the picture below:



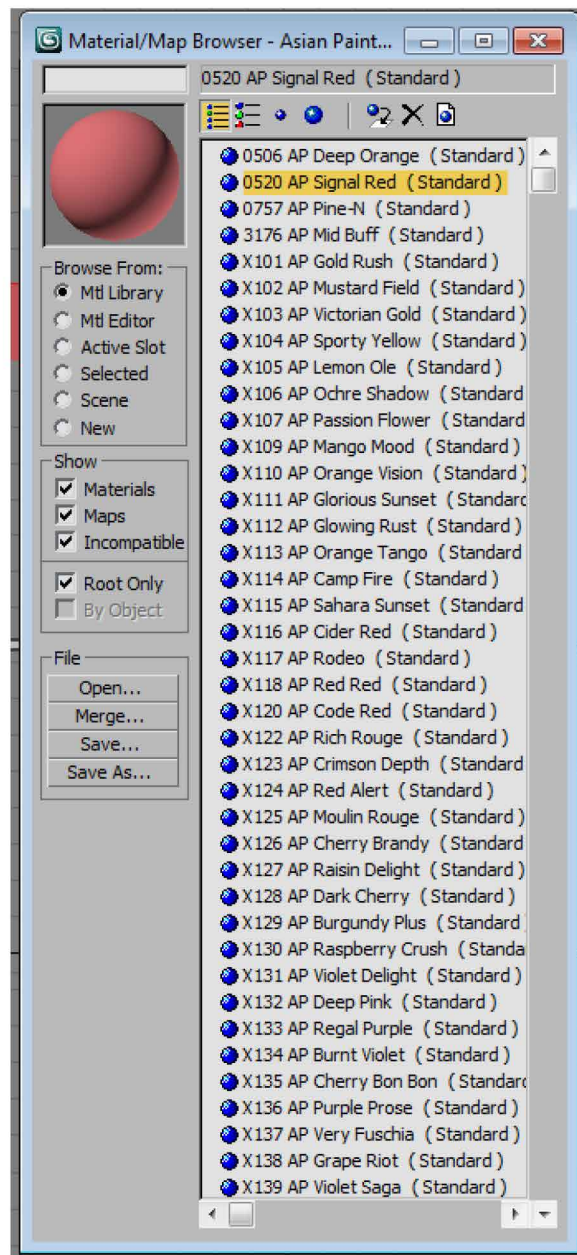
- Now in material map window click on the “Mtl Library” slot which is highlighted as above
- Now click on the open button to get the material library.

Step 5: Now after clicking open button you will see a new window called “Open Material Library”



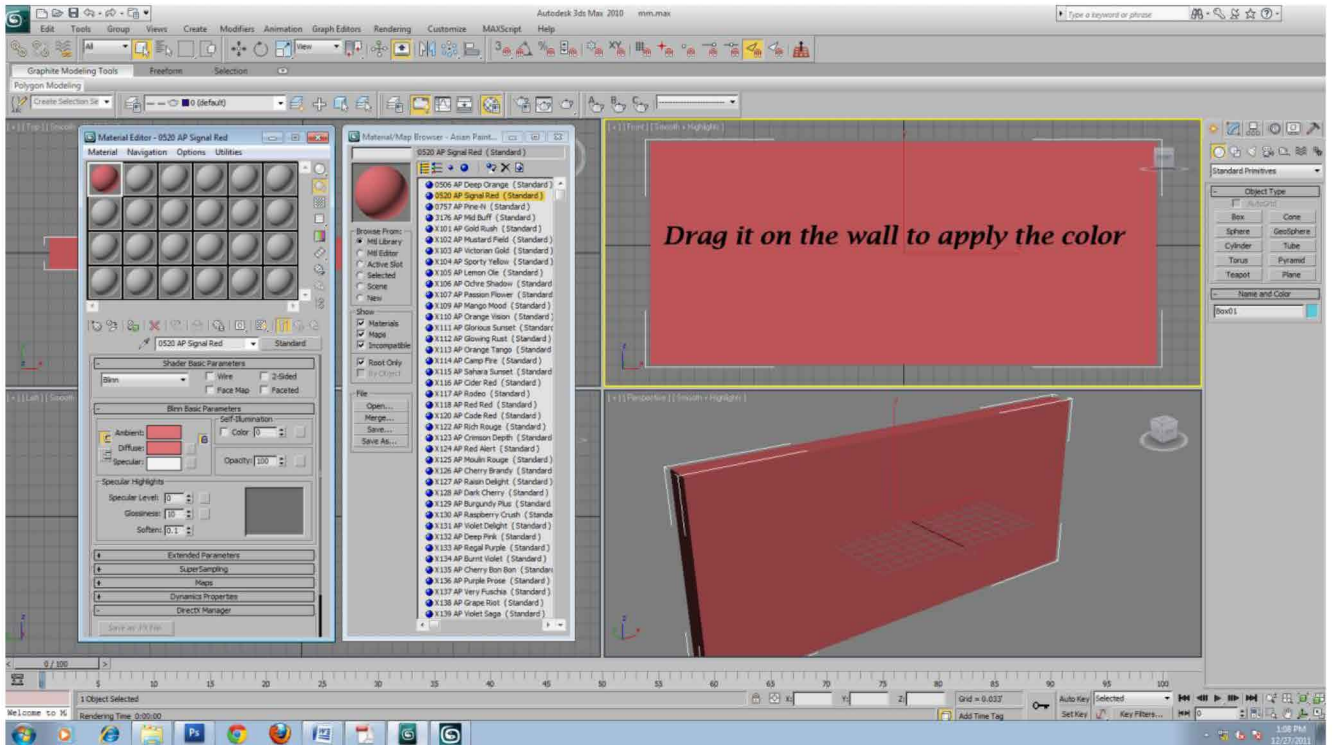
- Put this path **"C:\Program Files\Autodesk\3DS MAX 2010\materiallibraries"** as file name and click on open to get the location of the pasted Asian Paints Materials.

Step 6: Select any of the Asian Colour Material and you will see all the colours in the Material Map Browser as mentioned in the picture given below:



- There is a list of colours to choose and apply it on the selected object.

Step 7: Now if you want to see your choice of colour on the wall so, just drag and drop the selected colour on the desired wall.



- As you can see in the above picture the colour applied on the wall is same as the one selected in the “Material Map Browser Ball”.