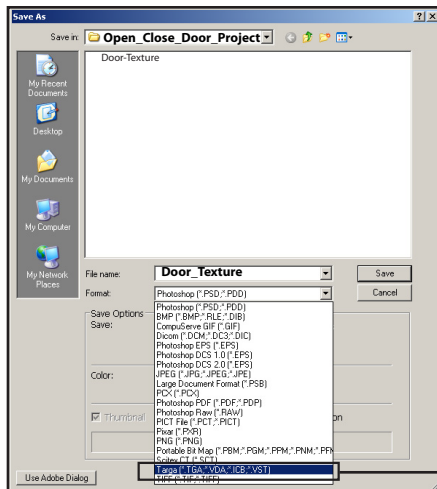


First we need a door

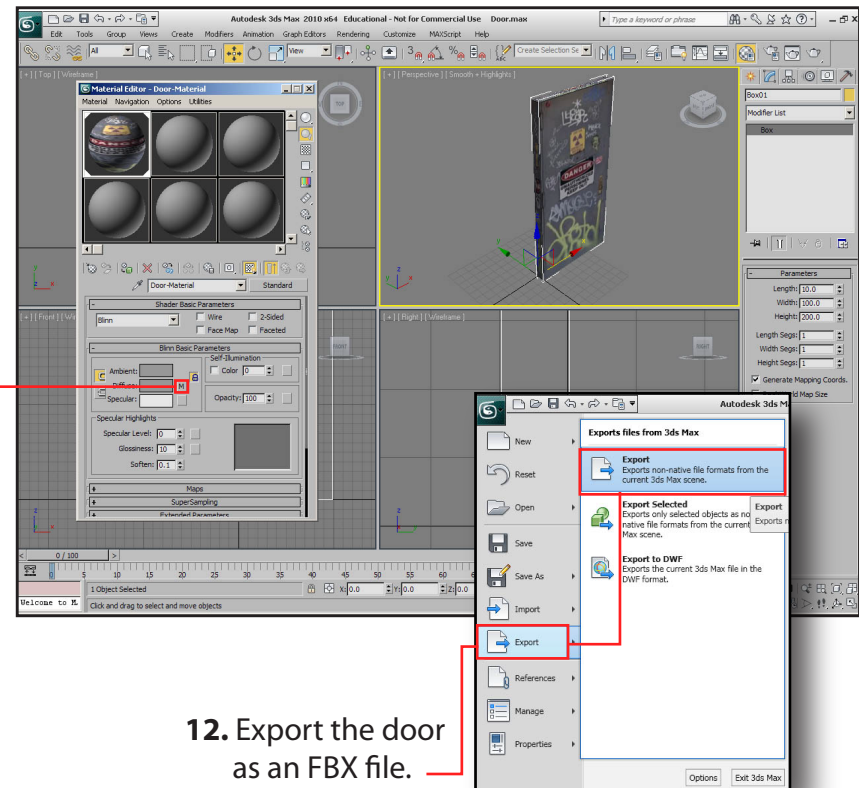
1. In 3D Max create a box using "Generic" units :
Length = 10
Width = 100
Height =200
2. Open the "Hierarchy Panel", select "Affect Pivot Only" and with the cursor move the boxes pivot point to the edge of the box, as if it were a hinge.
3. Close the "Hierarchy Panel"
4. Make sure the Box is selected and type , 0 , 0 , 0 in the coordinate system. This places the box(Door) in the middle of 3D Max space.

Now we need to apply a "Material" to the door.

5. Go to CGTextures.com and find a usable door texture.
6. Right click on the large version and select "Save Picture As". Save the texture picture in your project folder.



7. Open PhotoShop and then open the texture file in PhotoShop and size it to 256 x 64 pixels.
8. Click "File" - "Save As" and resave the texture as a "Targa" file.
9. In 3D Max open the door texture in the "Diffuse" slot in the "Material Editor".
10. Apply the material to the door.
11. Save the 3D Max file.



12. Export the door as an FBX file.