**Asian Paints**

3dsmax

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| **Step 1** | Extract the zip file **3dsmax.zip** to any location |
| **Step 2 - Optional** | Copy the contents of zip file to the location mention below  C:\Users\username\Documents\3dsMax\materiallibraries\  where username is current username |
| **Step 3** | Start the 3dsMax |
| **Step 4** | Open material editor |
| **Step 5** | Click on Get Material to open Material/Map Browser |
| **Step 6** | Click Material/Map Browser Option {} & Go to “Open Material Library” |
| **Step 7** | Select required \*.mat file fro­­m the material library browser |
| **Step 8** | Now Selected Library will be available for use |