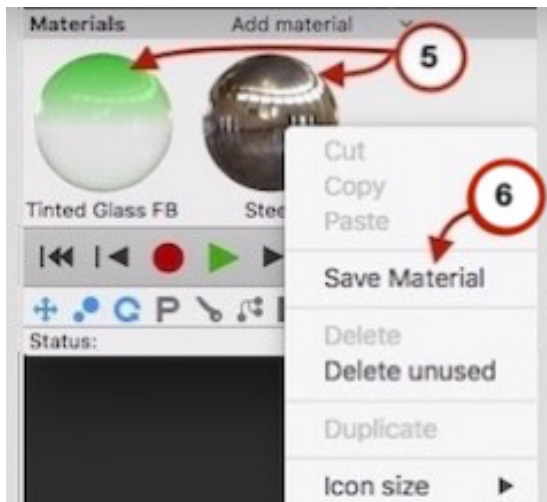


- 6 **Right Click** (one Matt at a time) on each material and then select **Save Material**. This action will call up your **Computer's Library**. Now select: Application Support > Cheetah3D > Materials > Car (The new folder you just made)
- 7 Then click **Save** located at the **lower right corner** of the **Material Library Window**



- 8 You can check to make sure the Materials were deposited in the right folder by going into your **Computer Library** and selecting: Application Support > Cheetah3D > Materials > Car. There you can see if the materials are in their folders.



- 9 Now when you go into C3D's **Material Browser** and click on **Add Material drop down Arrow** all the materials you added to the Car Folder will show and be accessible just as any of the other materials are.



Also . . . I thought I'd mention for anyone who may not know:

- 1 You can drag and drop .c3dmat files directly into any Material Folder in the C3D Material Library folders.
- 2 While in the C3D Library you can drag and drop .c3dmat files from most any folder into any other file.
- 3 You can delete matts and Matt Folders.
- 4 I believe there are limitations to the Default matts that come automatically with C3D