

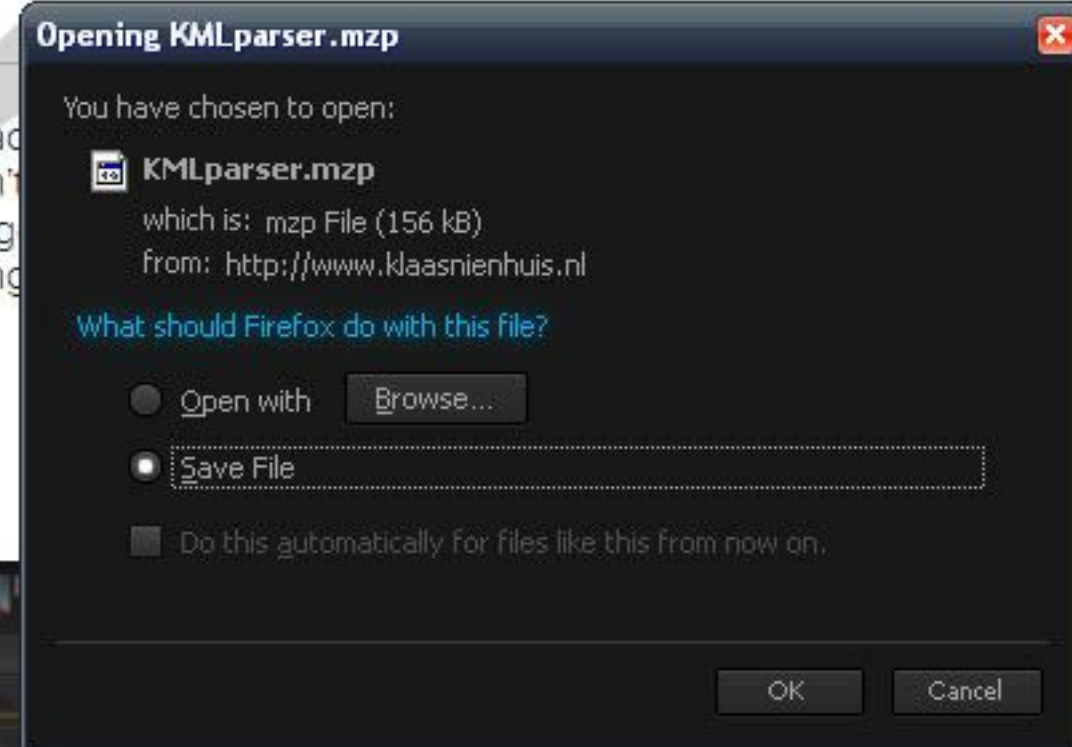
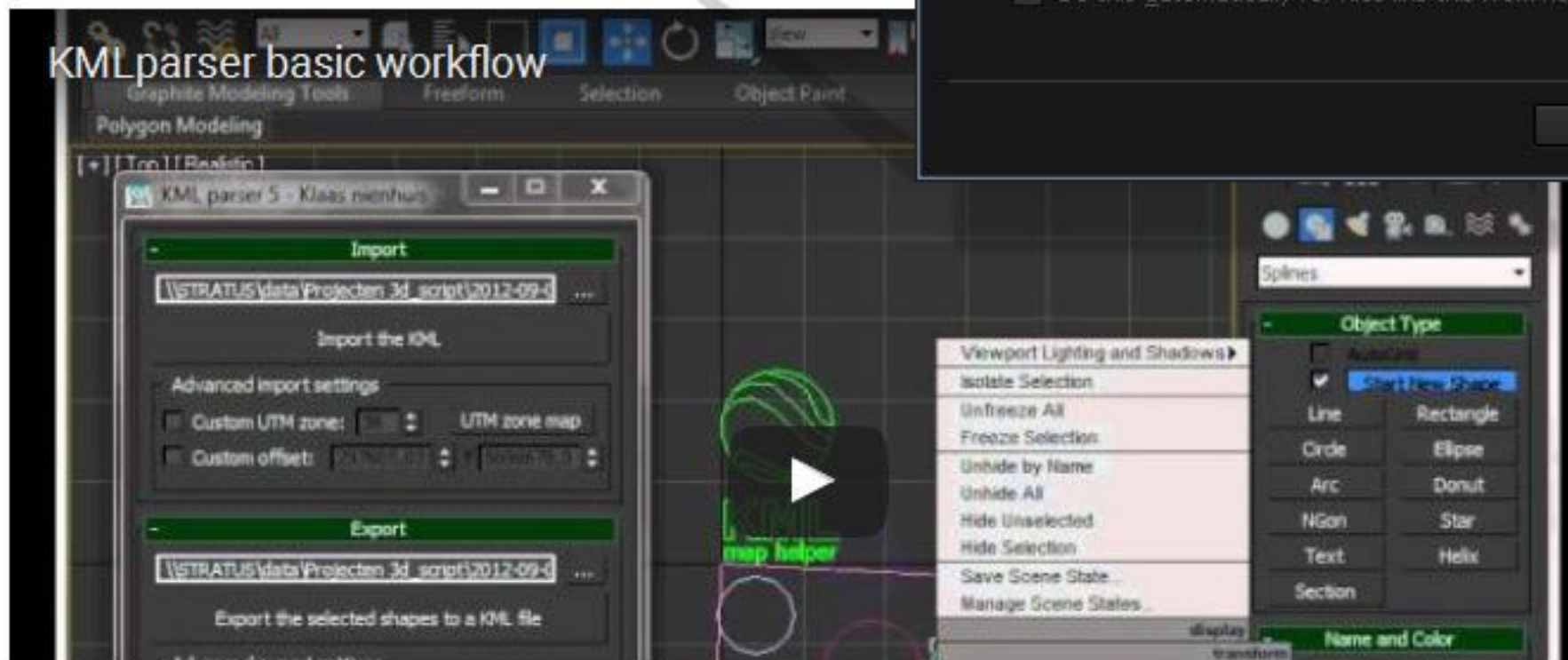
Import KML files in 3ds max

Posted on September 18, 2012 in Scripts / Tutorials

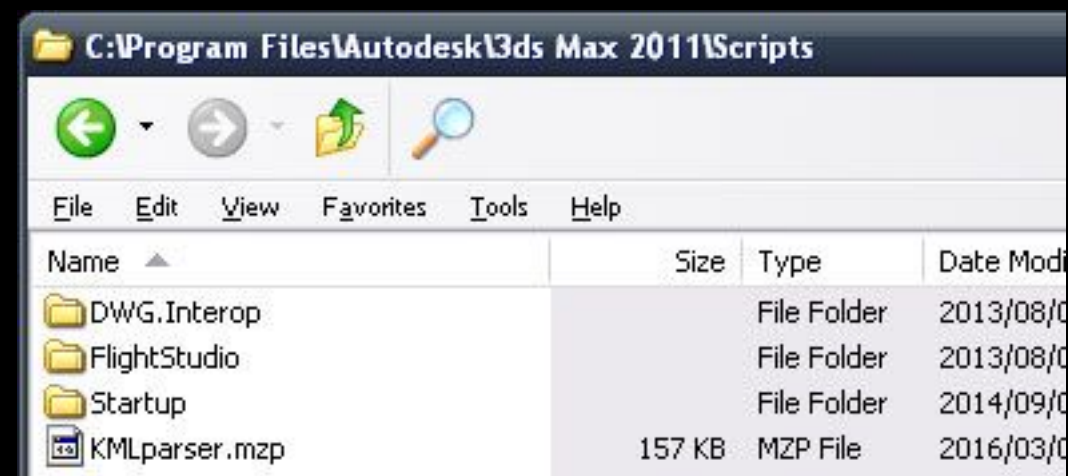
Importing and exporting KML files in 3ds max makes it a tad easier to work with maps and [google earth](#). Using 3ds max to create maps isn't the best, as it handles large distances pretty bad. If you want to respect google earth's perspective, we need to think of a trick to make sure the maps are being imported just that.

[Get the KMLparser script here](#)

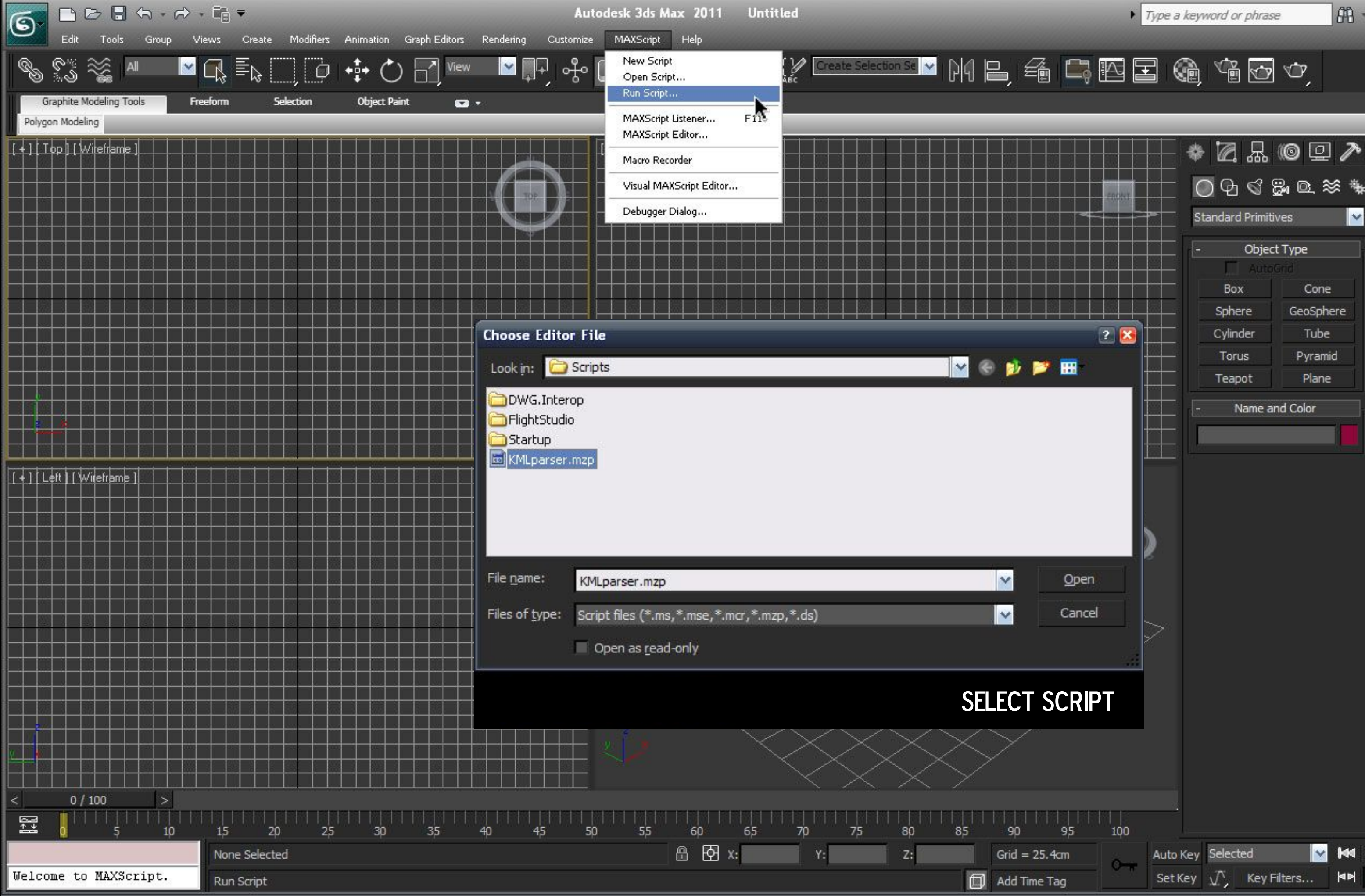
Check out this short video-tutorial (no sound)



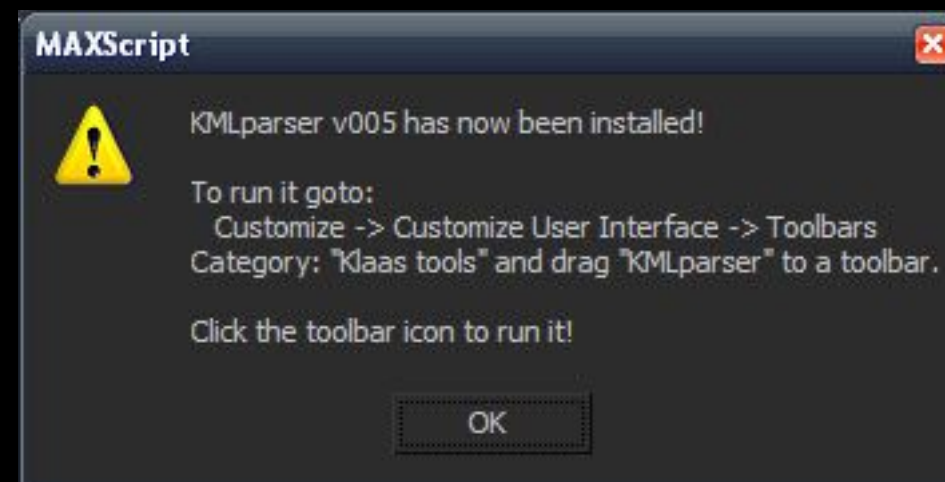
01 - DOWNLOAD



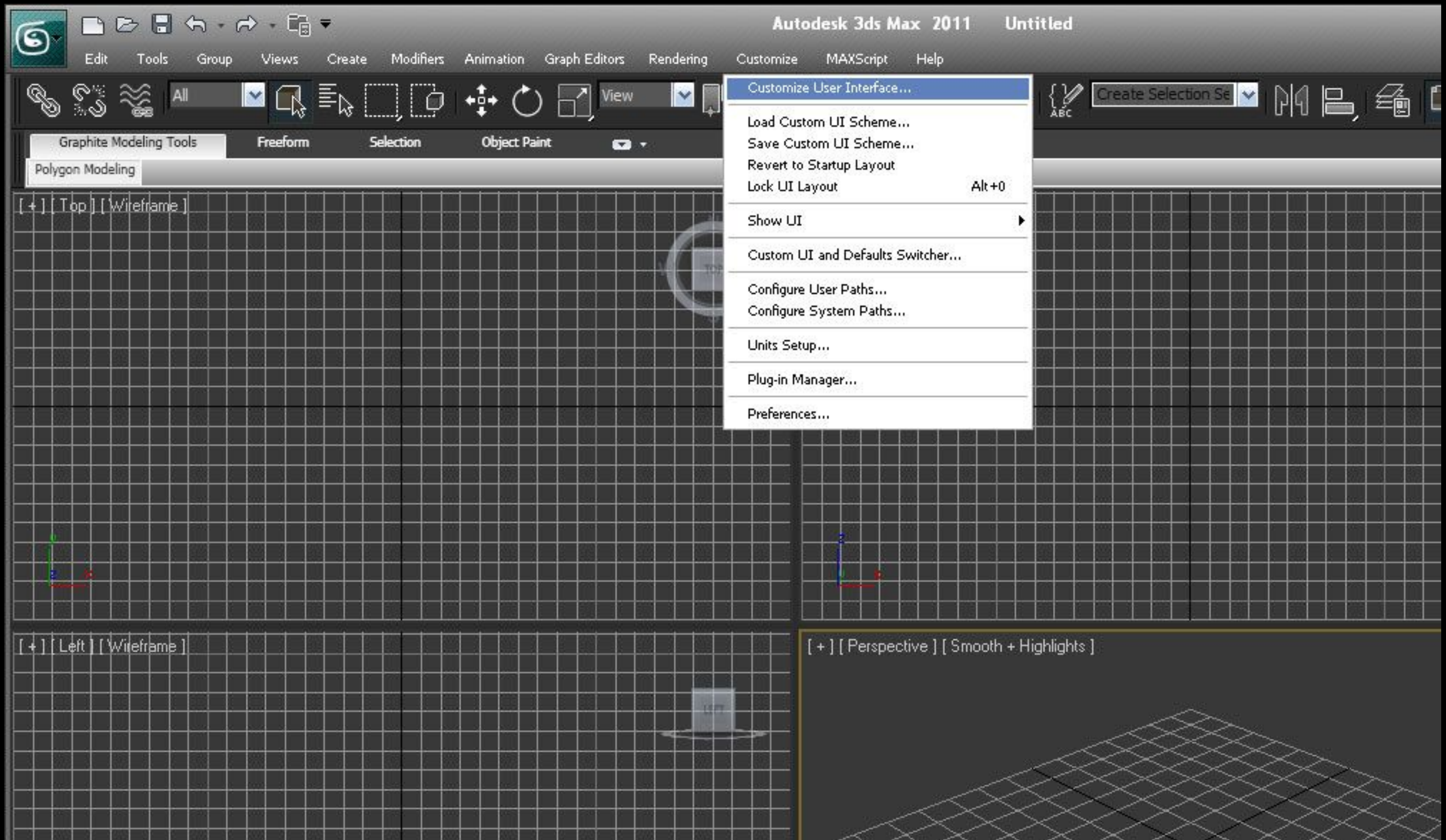
01 - SAVE LOCATION



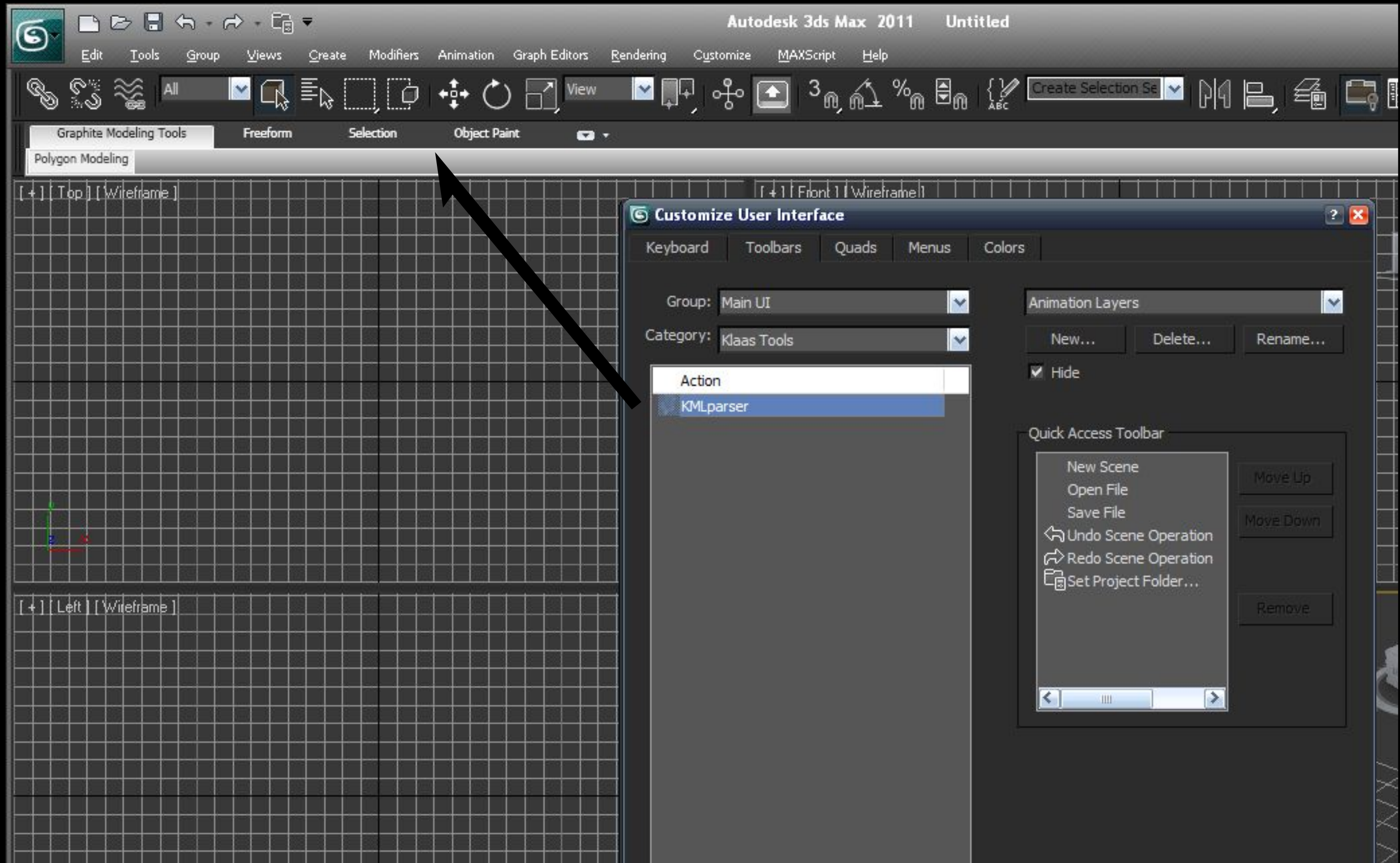
02 - RUN SCRIPT



03 - SUCCESS



04 - CUSTOMIZE UI



05 - DRAG BUTTON TO TOOLBAR