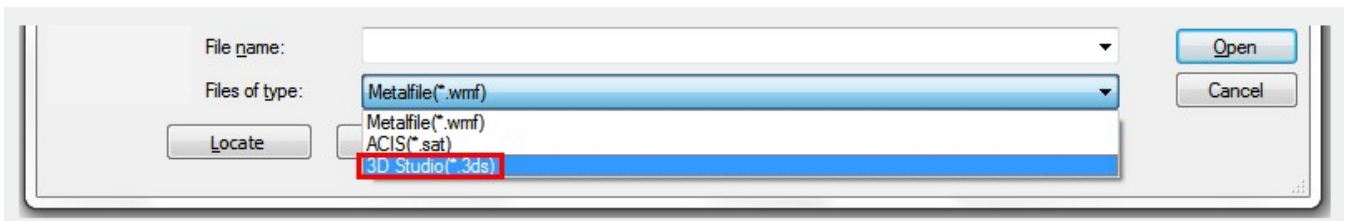


# 3DS

When you import 3DS files created with 3D Studio, the 3D Studio geometry and rendering data including meshes, materials, mappings, lights and cameras will be read. Not imported are 3D Studio procedural materials, smoothing groups and keyframe data.



If a GstarCAD drawing already has the same name of any 3D Studio object you want to import, the 3D Studio object name will have a sequence number assigned to it. Or the name might be truncated to resolve the conflict.