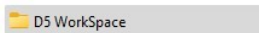
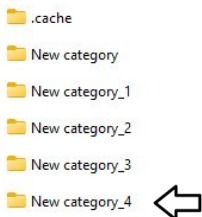


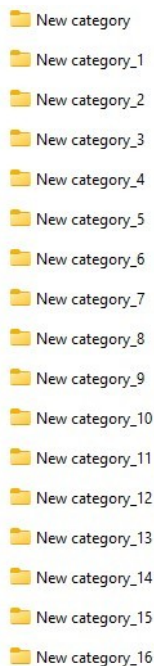
Step One: Identify the "material" folder inside the **D5 WorkSpace folder** in your Windows Explorer (local Library D5 Render)



Step Two: Be sure to identify the **last category** (folder) in your library.



Step Three: Elsewhere in Windows, download and unzip the folder with the new materials. Then look at the names of the categories (folders) of these materials (They are in a different number sequence from your library)



Step Four: Rename these categories (folders) of new materials, following the sequence of your library categories.

*Example: "New category_5, New category_6.... New category_21"

Step Five: Select all new categories (folders) and paste there into your library. Then open the D5 Render and look for the new materials within Assets.

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