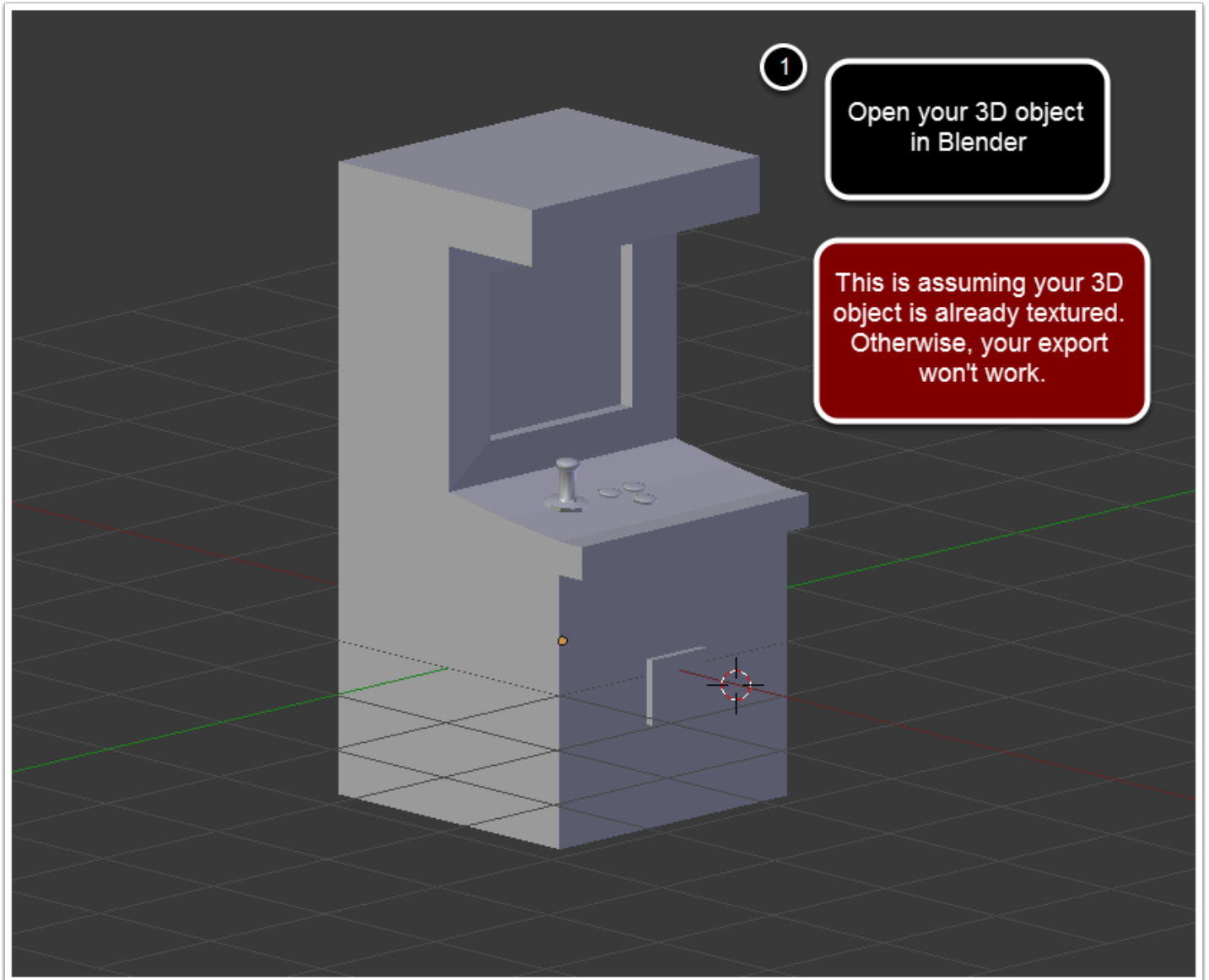
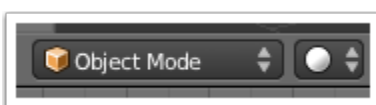


Step 1



Step 2

You'll notice next the mode tab, there is a white ball (view type tab). Go ahead and click on it and change it to "textured".

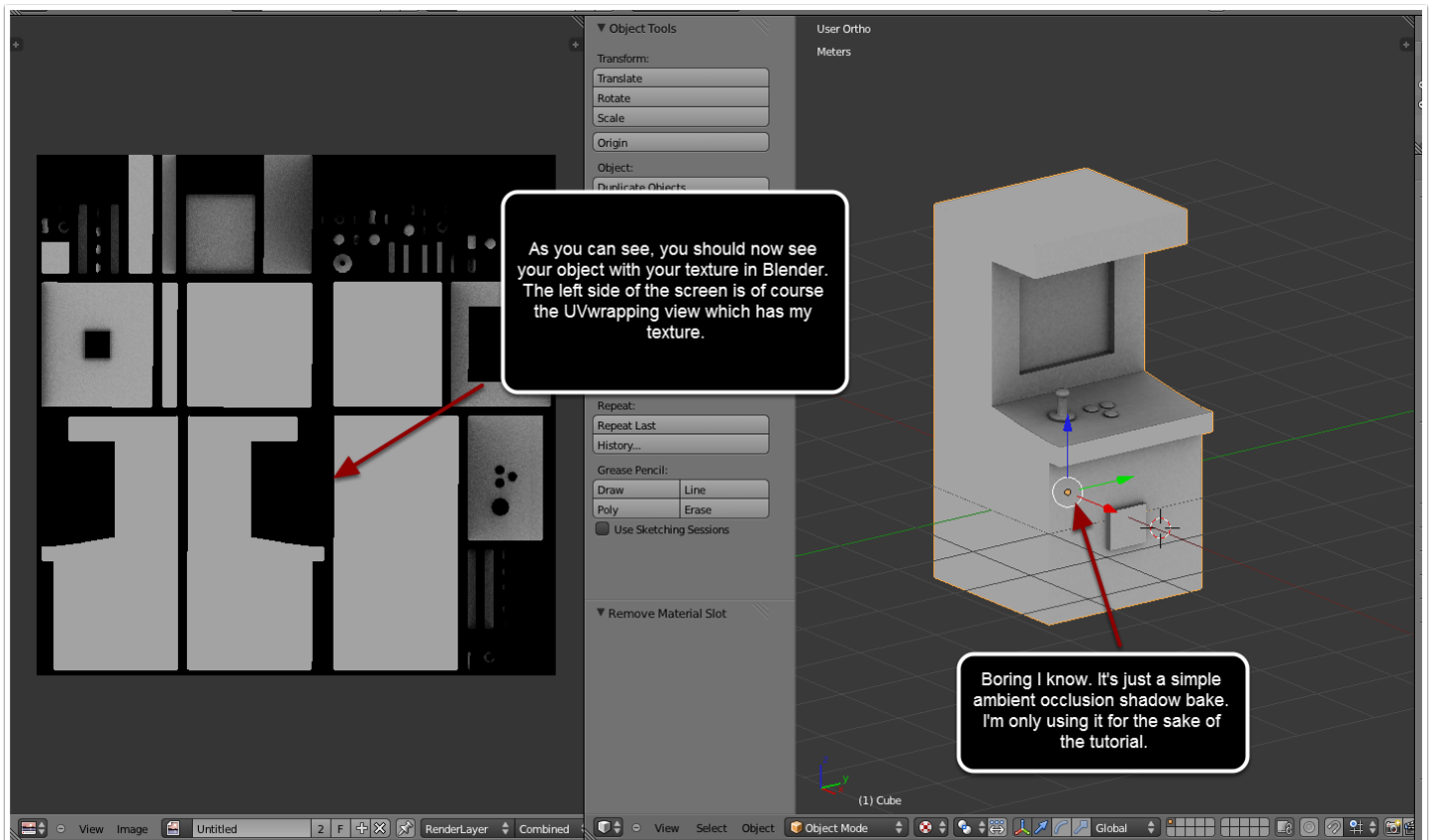


Step 3

It should now look like so. (A textured ball).



Step 4



Step 5



Step 6

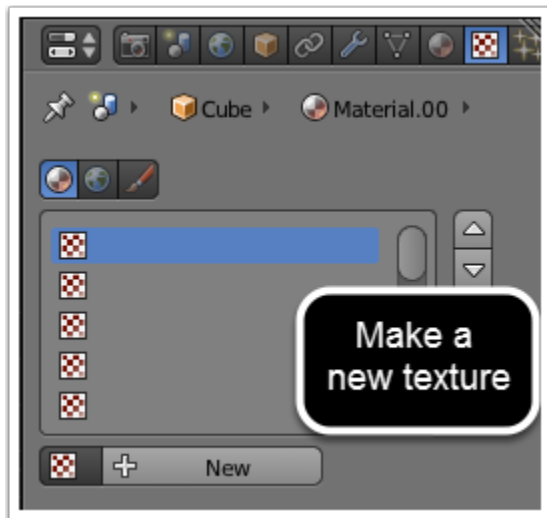
Now at the right hand side of screen in the corner you'll notice more buttons. We're going to switch from Render (Scene mode) to Material.



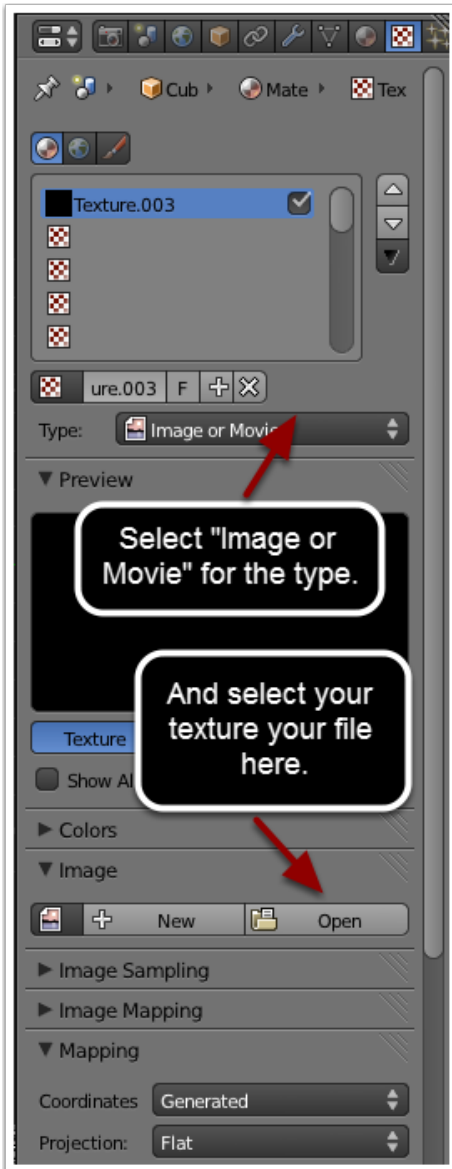
Step 7



Step 8



Step 9

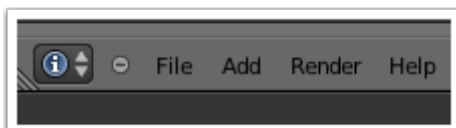


Step 10



Step 11

Now you're ready to export. Go to File > Export > COLLADA (.dae) and save it some place.



Step 12

Now import your model to Kaneva by dragging and dropping the .dae file onto the client, and go through the import process.

