

How To: Add a texture in FabLive

11.2

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DOCUMENT ACCESS

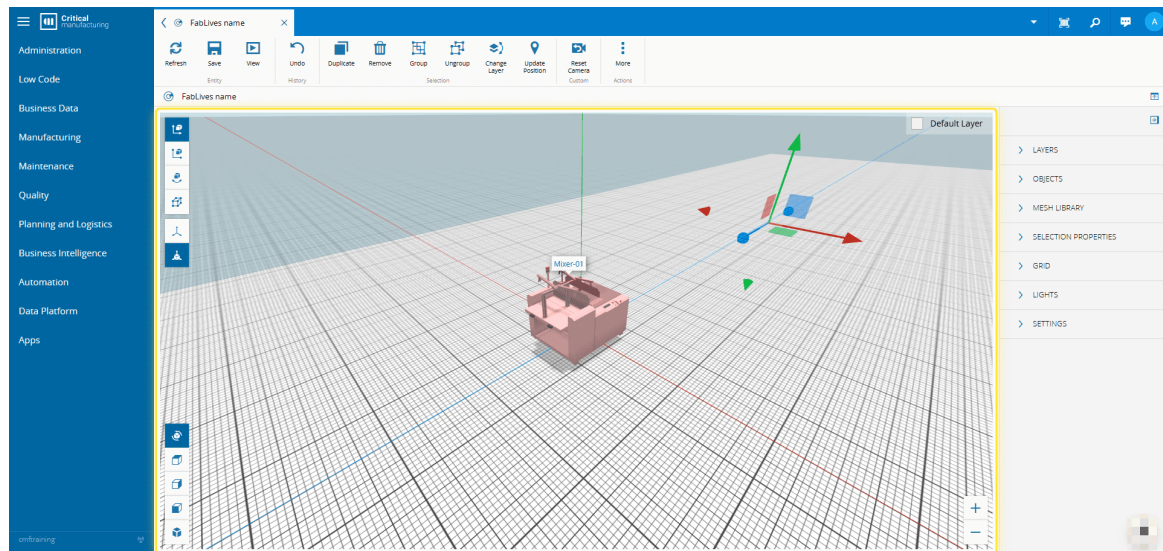
Public

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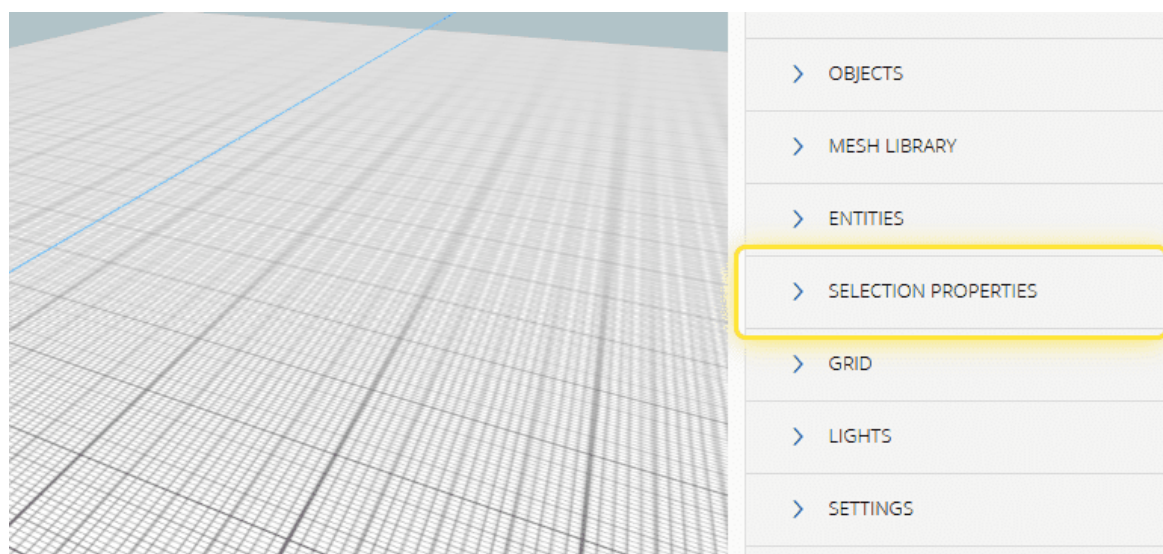
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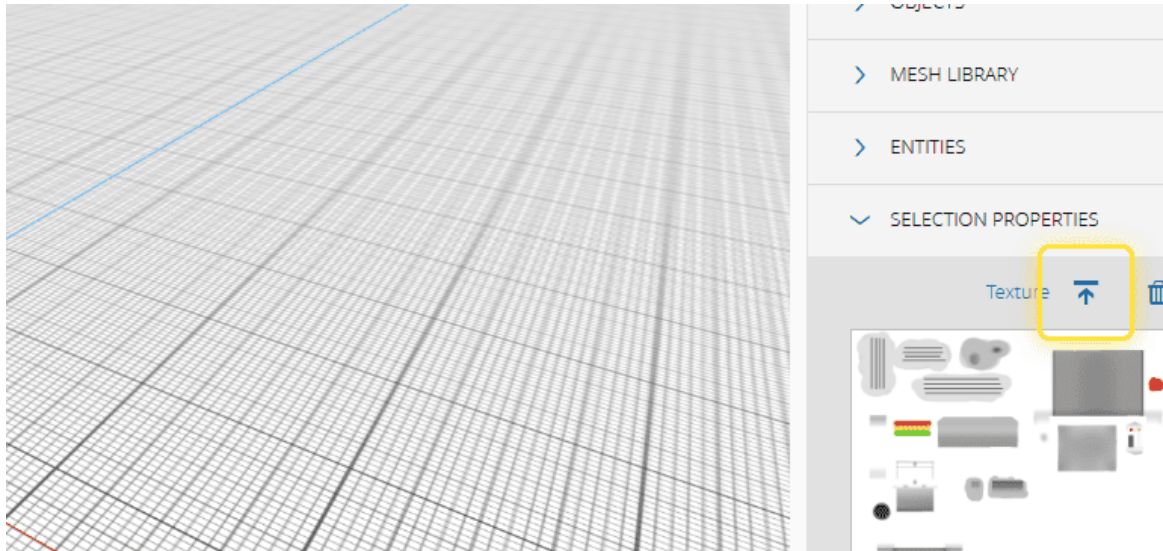
1. Select the object.



2. Select Selection Properties.



3. Select the Edit Texture button and chose an image file (for example, .jpg)





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