

## How to show the sound waveform in 3ds Max

To import an audio file to 3ds Max, do the following:

1. Make sure that you saved the wav file provided with the exercise to MyDocuments (or any other folder you remember).
2. Open the exercise file in 3ds Max.
3. Go to Graph Editors - Track View - Curve Editor
4. To the left, you'll see an AUDIO option on the list.
5. Right-click on AUDIO and go to Properties. A small window will open.
6. Click on CHOSE SOUND. On the Open Sound window that opens after that, locate your sound file in MyDocuments or where you saved it to. Click OK to finalize.
7. To see the waveform on the timeline below your keyframes, right-click on the timeline and got o CONFIGURE - SHOW SOUNDTRACK.

For some reason, students have had problems seeing the AUDIO option before. If that's the case, open a new scene with nothing on it and repeat steps 1 to 7 above. Once you're finished, import your file from the exercise by going to:

1. FILE - MERGE.
2. Find the exercise file and click on it to select it and click on OPEN.
3. On the Merge window that pop ups next, click on ALL and then on MERGE. That will bring the two files together.
4. Save your file going to FILE - SAVE AS and give it the name specified in the exercise.