

Open the UDK Editor and set up a new level.

8. Immediately create a folder named "Opacity_Chainlink_Test" in the Content folder on the "C" Drive as you do with all your levels.

9. Save your level into this new folder.

10. In the "Content Brower" find your new level and select it.

11. Import the wall you made in 3D Max. *It will look like a plain grayish box because we did not apply an actual targa material to it in 3DMax.*

Remember to organize your files properly. When you import your wall, group it into a folder. Name the folder "Mesh"

