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Subject: Has anyone found how to make a skin template yet?

Posted by [Anonymous](#) on Sun, 05 May 2002 13:27:00 GMT

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How are we supposed to make a template for our skins? Westwood hasnt released any info. Im stuck, skinning in GMAX is crap, and only good way is to export a .tga template for us to draw on. If i remember correctly (from Halflife modelling) it should be in wireframe picture form. Anyone find out how to do so yet?

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