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Subject: -- Skinning Tip and also Modeling Tip --  
Posted by [Madtone](#) on Mon, 09 Jun 2003 12:24:00 GMT  
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a few people have asked me how i make those cool skins of mine for my models...

Well heres a tip.....

When you create a model, say.... a tank. Now you create the tank exactly the way you want it to look in renegade, every detail you want right down to the last poly.

Then apply the basic skins to the vehicle.

Once you applied the basic skins, take a screenshot of the side of the tank (can be the top, bottom, back whatever).

Then open in your desired graphics program.

now cut around the tank model until you are left with a cut out picture of the side of your tank.

I suggest edit a bit, make it look a little better, add some metal like effects, touch ups to the basic skins and such.

Then do this to every side/section/part of the tank you want.

Now on the model, add a UVW unwrap to the tank and paste in the sections of the tanks you edited to the particular parts.

Now you have the skin on, delete some of those small details and stuff from the model, because the skin will give the effect that its there.

Now if you do this to every high details part of your model, it can reduce poly count alot and also still keeps the model looking detailed.

I hope this helps

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