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Subject: Re: Beta Sniper Release. :D

Posted by [jamiejrg](#) on Fri, 06 Apr 2007 16:28:40 GMT

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Merovingian wrote on Thu, 05 April 2007 06:41The whole point of an unwrap is to get the texture perfect. All vehicles, gun, characters, the HUD, small buildings, decorative items are unwrapped properly in Renegade.

If you want the best quality for your weapon, unwrap it! Not just a shitty little planar unwrap to get stretching. If you can't unwrap it, get someone else to.

Yeah, thanks i understand that. I'm just unsure how exactly it was done in your screen shot.

To me, it looks like the person merged all the meshes and then box mapped and unwrapped it. Then they took all each poly and aligned them. Then Welded them. That seems like alot of work i just thought there might be an easier way to do it.

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