Subject: I need help in 3ds
Posted by GrayWolf on Fri, 15 Jun 2007 03:23:50 GMT
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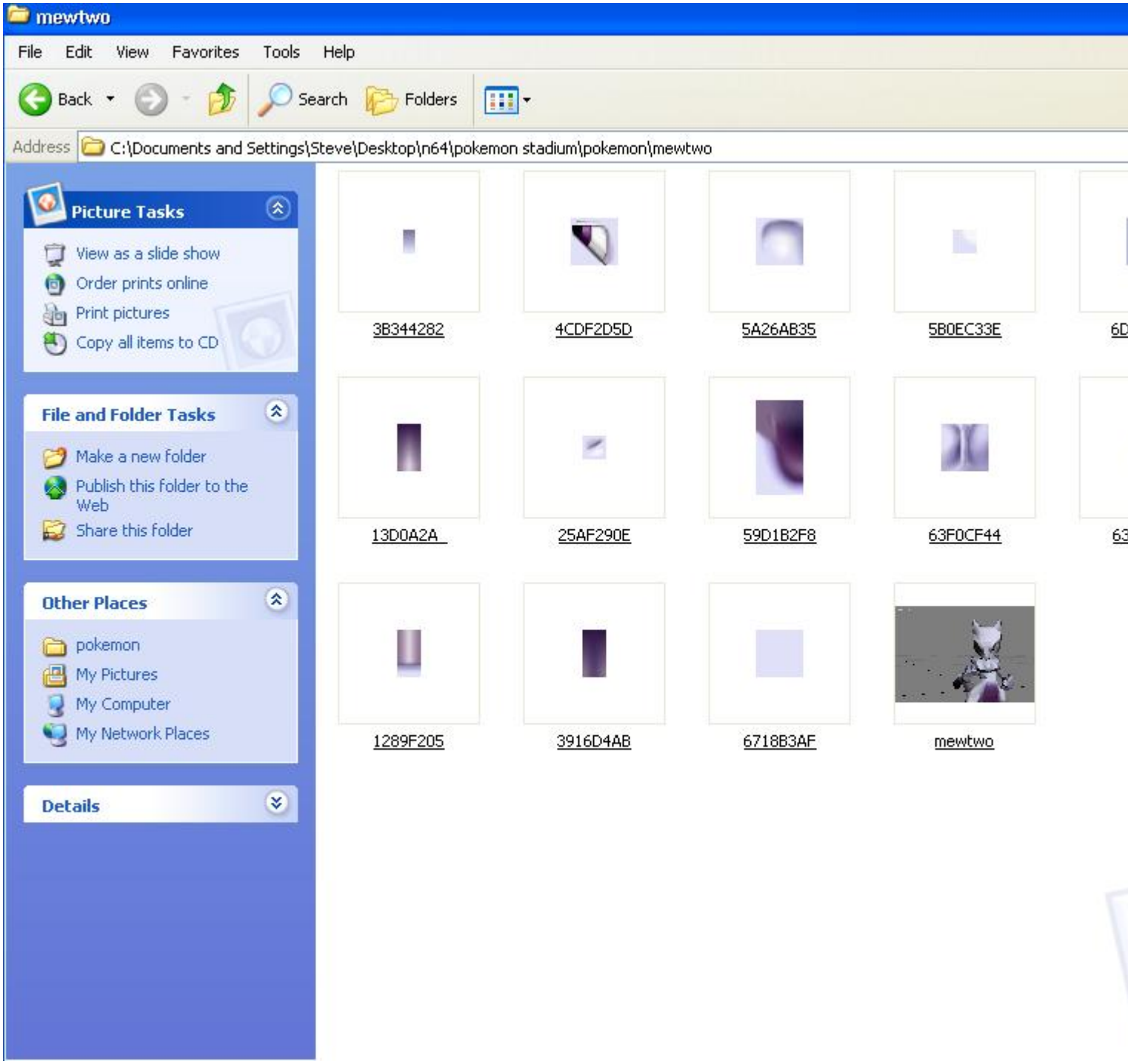
Is there a way to take a model that has lets say 13 textures on it and turn them all into 1 texture that is mapped in the places they were already on the model.

I have a character model but every part has its own texture. Like the hands have there own texture the eyes have their own ...ect
The model is 1 piece and all the textures are in the correct spots.

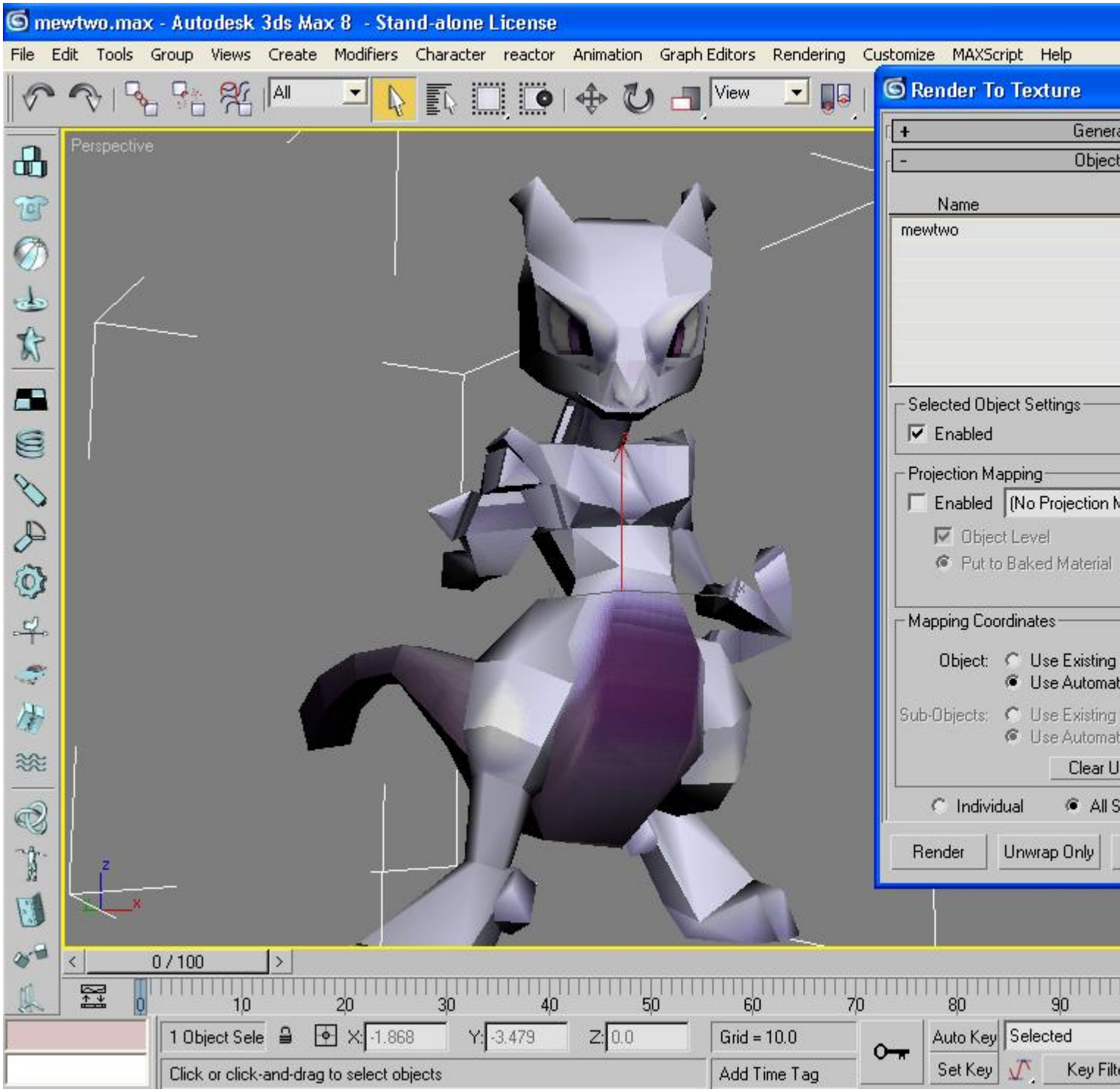
I tryed the render to texture but it only makes a texture of what im looking at... or it textures the whole model but the textures get really blurry. I tryed a bigger size for the out put but still the same, all blurry.

File Attachments

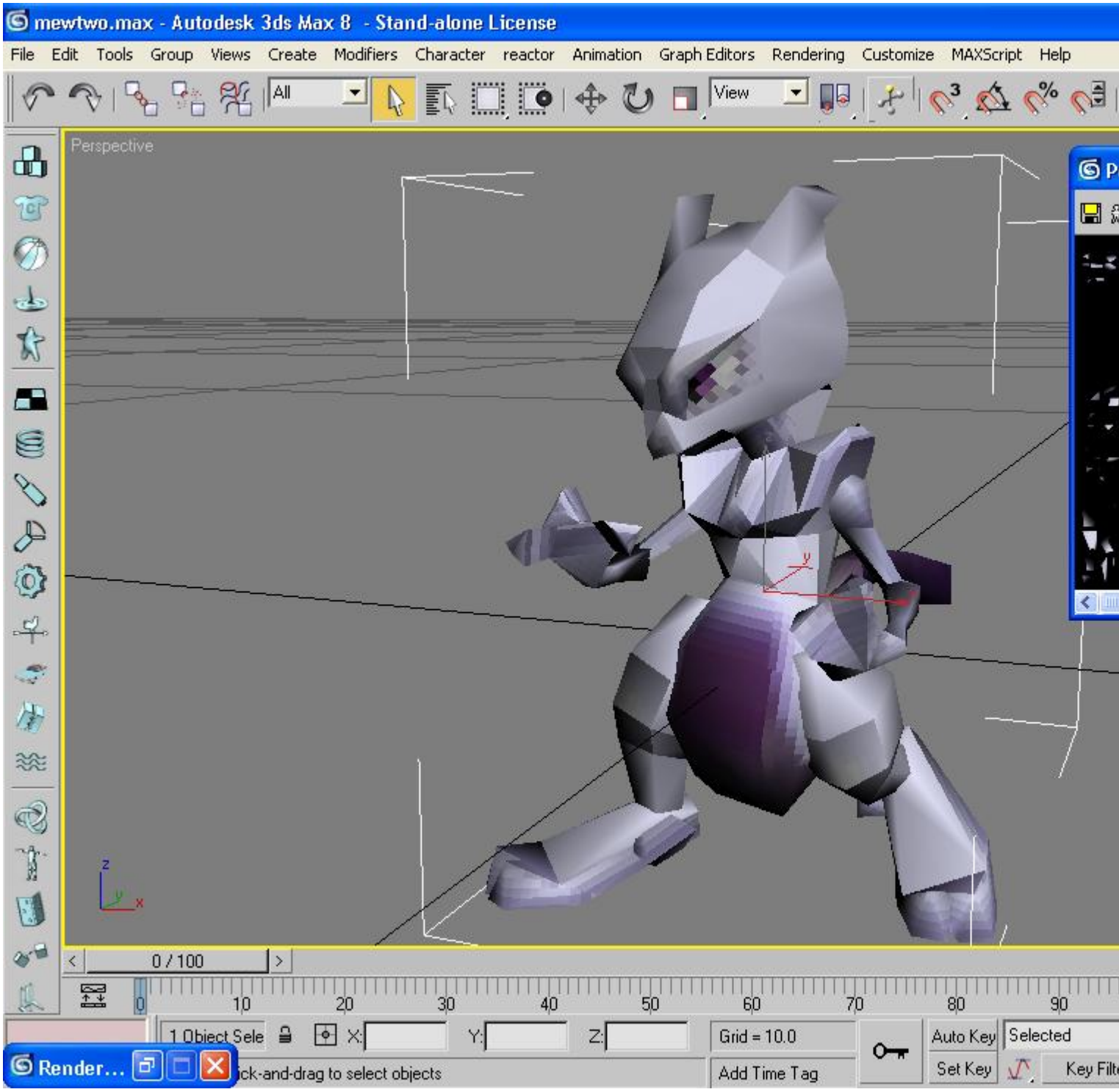
1) bbfore.JPG, downloaded 461 times



2) before.JPG, downloaded 449 times



3) after.JPG, downloaded 449 times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