
Subject: Can Someone Unwrap this?

Posted by [Blazea58](#) on Sun, 29 Jun 2008 05:57:51 GMT

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Hey everyone, i dont have unwrapping experience myself, but i am hoping someone on here may and would be willing to just unwrap my binocular model, and i would put forth the texturing atleast which would save me from using a few textures and bad tiling without it unwrapped.

I know this process is for some a pain in the ass, but for some with 3dsmax it can be a few minutes and no big deal.

I don't know if you can get renx, to 3ds but thats all i got to post, so hopefully someone can convert it and unwrap for me.

Otherwise no biggy, just thought i would post in hope that someone really bored is here and wants to do it lol.

Here is a pic of it, and the model below

File Attachments

1) [binocularsFinal.rar](#), downloaded 120 times
