
Subject: PanzerIV threads/texture/wwskin
Posted by [Reaver11](#) on Fri, 09 Jan 2009 16:39:34 GMT
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Recently I have been bust modeling a panzerIV. I have modelled it on scale. Only problem is that I have no clue of how to bone the threads.

At the moment I need to reduce the polycount. (it has just above 10000 duno if that is a problem).

boning the turret worldbox etc no problem. Only How do I wwskin these threads?