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Subject: Re: what software do i need to begin skinning and modeling new things for renegade

Posted by [Gen\\_Blacky](#) on Fri, 06 Mar 2009 01:48:48 GMT

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gmax/3ds max = modeling program

adobe photoshop is what I use for skinning but its not free.

dxt tools = .dds plugin

Renegade public tools = leveledit , renx gamepack , wdump , w3dviwer , tutorials.

You can find all of it on renhelp besides adobe photo shop.

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