
Subject: Re: Switching characters using gmax/renx...
Posted by [ChewML](#) on Sat, 24 Oct 2009 01:59:06 GMT
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This is where I am now...

I think I am understanding the tutorial for the most part... but where does the texture come in at? In the tutorial the model already has a texture on it. I am not finding how to get it in there.

SS for reference

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Scratch all that... In that tutorial they already have the model with a texture on it. How do I get that before the skeleton crap?

File Attachments

1) [whereistexture.jpg](#), downloaded 774 times

