
Subject: Re: Pistol Model - How to continue?
Posted by [woandre](#) on Thu, 17 Dec 2009 16:39:23 GMT
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Anyone that could give me more info about the texturing? That it's like a .dds file....

woandre wrote on Mon, 14 December 2009 18:03Heh thanks omar for the info.
Ok so now the muzzle part is done

Now I'd like to continue on the texturing

Quote:I made the model, textured it (in RenX itself with UVW Map so you get like 8 different textures in the renegade data and it doesn't even look nice....).

I know about Unwrap UVW, I tried following the tutorial(s) that were made for it but I don't understand them 100% and don't get the result I'm supposed to get...

I got textures like

http://www.dreamgardenalbum.com/index_files/images/swatches/nonleather2.png , 7 different textures like that.

I want it like http://www.cncden.com/images/c_mobius.jpeg

That you have just 1 TGA file which skins the whole model

I tried this tutorial:

<http://www.renegadehelp.net/index.php?act=tutorial&id=6372>

Sadly I failed to follow, also because the tutorial is quite hard to understand (for me)...

Is there an easier way to get this job done or is there a better tutorial that even I will understand?

Thanks
