Subject: renx unwrap help
Posted by NACHO-ARG on Thu, 26 May 2011 04:05:34 GMT
View Forum Message <> Reply to Message

i am workin in a model, it uses 2 tga textures for diferents part of the mesh but it is only 1 object, how can i unwrap it? so each texture whould dislay in his fase/poligon whitout afecting the wole object. any ideas?