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Subject: Re: My Map

Posted by [C4Smoke](#) on Sat, 28 Jul 2012 23:45:49 GMT

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Mauler wrote on Sat, 28 July 2012 16:40Keep on practicing, the map is very basic. Textures need to be properly UV unwrapped, the mesh is very low poly. But you have to start somewhere

how you do UV unwrapping?

Thank you!

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