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Subject: I need a uvw unwrap texture

Posted by [SomeRhino](#) on Wed, 01 Oct 2003 03:03:42 GMT

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In order to map it properly, you would need to be able to edit the UVWs on the model as well. I highly recommend you try drawing the texture yourself. Also, there is alot of unused negative space in that texture you have there, and its size isn't in multiples of 8 (256x256, 512x512 etc.)

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