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Subject: Modeling Tutorials and help plz

Posted by [Sir Phoenixx](#) on Sun, 23 Nov 2003 13:52:12 GMT

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[http://www.ksgfx.com/tutorials/charmmodel\\_frames.htm](http://www.ksgfx.com/tutorials/charmmodel_frames.htm)

<http://www.newtek.com/products/lightwave/tutorials/modeling/low-poly/>

<http://www.mtmckinley.net/tut9.html>

<http://cal3d.sourceforge.net/modeling/tutorial.html>

<http://www.comet-cartoons.com/toons/3ddocs/bodymodeling/>

<http://www.saunalahti.fi/~laakkon1/bp/tut/tutorial1.htm>

<http://www.3dlinks.com/links.cfm?categoryid=13&subcategoryid=105>

(You should really learn how to use Google.)

ok...

1. Select all of the polygons that you want to UVW map (like in this case, the side of the tank).
  2. On the menu on the right side, scroll down until you get to the "Surface Properties", put a unique number in the ID textbox.
  3. Add the UVW Map modifier, set the right size (should always be square, like 50x50), and right shape.
  4. Add the Unwrap UVW modifier, click on Edit.
  5. Arrange the vertices until it's the right size.
  6. Click on "Edit Mesh", go into polygon mode again.
  7. Repeat 1-6 until you have all of the sides of the tank done.
  8. After they're all uvw mapped, get out of sub-object and just select the model, and add the Unwrap UVW modifier, this allows you to modify the UVW mapping of the entire model... Click on Edit, and at the bottom of the screen you can choose which side you want to move around (since you numbered each one), you can select the number, select the vertices, and than select "All IDs" again and move them while they're all there.
  9. Move them all around, and scale (resize proportionately) until they all fit inside the box.
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