
Subject: Renegade: Combat Evolved Announced!!!
Posted by [Sir Phoenixx](#) on Sat, 03 Apr 2004 16:19:54 GMT
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Now, why don't you go back and actually read his post (or my quote) this time.

Quote:2 skilled uvw mappers

The above quote has nothing to do with skinning, that's completely separate from UVW mapping. UVW mapping is taking a model, flattening the various parts, applying UVW coordinates to it, and generating an image of this mapping. It is the modeler's responsibility to UVW map his model.

(The texture artist then takes this image and paints on it to create the skin/texture.)
