
Subject: I need help from a 3d model person

Posted by --oo00o00oo-- on Thu, 29 Apr 2004 04:29:36 GMT

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just thoughts they "may" help out....

rotating textures?

bump mapping?

diffuse..specularity maps?

dont think Ren can normal map...

animating textures? as in they travel in the U for sometime then travel in the V for another time?
