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Subject: Free UVW App Needed...

Posted by [Nodbugger](#) on Sat, 01 Mar 2003 02:29:24 GMT

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Sir Phoenixxbut you've only skinned one thing, that Dragunov...

I could take a screenshots of the uvw editor windows in gmax and paste that into a photoshop doc, and use that, but that's alot more work...

I could also make the skins without a template of the mapping, but chances are they won't fit worth a damn.

NodBuggy how are you doing your skins? You just cut out the gun out of a picture of the real thing and just put it on right? See, I'd like to create my own skins, not use a photoskin...

Well I make the key parts of the gun one pbject. Take a picture of the gun. Add all of the aprts in it. Make sure it is 512x512. then when im done with it i make it 256x256. assign that material to every object go to edit in the unwrap poly menu then move the polygons voer the right parts and if the image need some editing i do that. I like smoothing and blurry. makes it look mroe hand made. Besides whats wrong with photo textures? They make it look more real. Unless you do it with millions of polys and assign nice relfection and maps and bump maps to it.

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