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Subject: Original Westwood Skins

Posted by [Renardin6](#) on Mon, 28 Jun 2004 19:51:16 GMT

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You have to import the w3d model to 3Dsmax, then you make a new unwrap, after that, import it to w3d again with gmax. After that, start your skin on a 2048\*2048 skin file. After that when the skin is done, reduce it to 512\*512 and you will get a nice skin. You can keep higher res on your skin but you have to use a tga format. ( 1024\*1024 for example )

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