
Subject: Original Westwood Skins

Posted by [PermaGrin](#) on Tue, 29 Jun 2004 11:46:08 GMT

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if you could just read a tutorial and be able to make texture maps with the same quality of actual paid game texture artist, then any it would be great. the truth is you cant just read something a "paint" that well. just take loads of practice. mainly you just get tips and tricks out of tutorial about "painting".

these 2 may be a start...

<http://www.tierney.ca/ffskinning/>

http://www.planetquake.com/polycount/cottages/horribleddeath/hellboy_tut.htm
