
Subject: Original Westwood Skins
Posted by [ch4ever](#) on Mon, 28 Jun 2004 16:57:29 GMT
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Hi there, this is not ch4ever who is writing this text, this is his brother, because i didn't get an activation link for my account kingax003.

Ok here my question, im a Modder/Skinner/tutorials writer.. i tested much times how to create the "best" skin for a charakter or a weapon or something else. I saw much tutorials for creating skins with only one targa file, but nothing was as good as the Original westwood skin like this:

Can anyone help me please? thanks. And sorry for the question.

(Sorry for my English.. i know it isn't good, im German.)

Subject: Original Westwood Skins
Posted by [htmlgod](#) on Mon, 28 Jun 2004 17:03:03 GMT
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I don't understand the question. It is true that a lot of models use multiple custom TGA or DDS for different areas (consisting of meshes) of the model. Most Westwood models have only a single texture, for simplicity's sake, and also perhaps to ease the job of 'skinner' in retexturing characters and such. Most westwood textures were probably originally single larger textures (downsized to their current proportions), but none the less, still a single image.

Subject: Original Westwood Skins
Posted by [Slash0x](#) on Mon, 28 Jun 2004 18:23:41 GMT
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I think he's talking about model UNWRAPPING, making a 3d object into a 2d texture file then wrap it around the model when it's done. Atleast I think that's what he is talking about.

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)

Subject: Original Westwood Skins
Posted by [Aircraftkiller](#) on Mon, 28 Jun 2004 22:56:44 GMT
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Oh, if only it were a skin and not a texture map...

Subject: Original Westwood Skins
Posted by [Jaspah](#) on Mon, 28 Jun 2004 23:10:23 GMT
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If only...

Subject: Original Westwood Skins
Posted by [PsycoArmy](#) on Tue, 29 Jun 2004 11:27:30 GMT
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If you read properly he wants to make a skin westwood quality. I would also liek a tutorial to show how to get westwood quality skins.

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 tutorail 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 tutorail about "painting".

these 2 may be a start...

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

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

Subject: Original Westwood Skins
Posted by [PsycoArmy](#) on Tue, 29 Jun 2004 12:46:11 GMT
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Well at least tutorials to help get me on my way, to learn how to get certain techniques using computer software.

Heres a alright one for creases in clothing.

<http://www.planetquake.com/polycount/cottages/qbranch/tutorials/cloth/part1.shtml>

<http://www.planetquake.com/polycount/cottages/qbranch/tutorials/cloth/part2.shtml>

<http://www.planetquake.com/polycount/cottages/qbranch/tutorials/cloth/part3.shtml>

Subject: Original Westwood Skins

Posted by [PermaGrin](#) on Fri, 02 Jul 2004 17:16:06 GMT

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theres a thread of links

<http://www.3dsurfer.com/viewtopic.php?t=3646>
