
Subject: Models and texture question

Posted by [Anonymous](#) on Sat, 07 Dec 2002 19:35:00 GMT

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Does anyone have some good models availbe? I especially am looking for an arch so my arena entrance can have this look

_____/With the middle opening an entrance. I could use the heighthfield walls to make a texture, but that'd be hard to perform to have it flat.In otherwords, if you have any models that I could use of anything, I could really use a fence model.Texture question---> how do I creat my own textures?

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Posted by [Anonymous](#) on Sat, 07 Dec 2002 21:42:00 GMT

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[December 07, 2002, 21:42: Message edited by: DeafWasp]

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Posted by [Anonymous](#) on Sun, 08 Dec 2002 02:53:00 GMT

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Dante has a sweet model exchange, but U really should try using GMAX/RENX to make that arch. Its not that hard once U start playing with it. also Use PSP or Adobe to make textures. I have used WinPaint and then used Adobe to convert to TGA format.

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Posted by [Anonymous](#) on Sun, 08 Dec 2002 08:04:00 GMT

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could I use photostudio 2000 SE?

Subject: Models and texture question

Posted by [Anonymous](#) on Wed, 11 Dec 2002 16:22:00 GMT

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Hello.....?

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Posted by [Anonymous](#) on Wed, 11 Dec 2002 16:27:00 GMT

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quote:Originally posted by imdgr8one:could I use photostudio 2000 SE?Just as long as you save it as a tga file. Im pretty sure that Photostudio 2000 is able to do it. [December 11, 2002, 16:27: Message edited by: Gernader8]

Subject: Models and texture question
Posted by [Anonymous](#) on Thu, 12 Dec 2002 16:46:00 GMT
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thank you.
