Subject: Skinning!
Posted by Titan_HQ on Fri, 28 Apr 2006 19:23:11 GMT
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How do you get the skin texture on a weapon. I've got the model (M249 SAW lmg) in gmax format, and i have the renx add-on. And i have the texture i want to add.

Subject: Re: Skinning!
Posted by danpaul88 on Sat, 29 Apr 2006 08:35:33 GMT
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is it a UVW map texture, or just a texture you want to have repeating all around the model?

Subject: Re: Skinning!
Posted by Titan_HQ on Sat, 29 Apr 2006 13:22:54 GMT
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Its a texture i want repeating all round the model.

Subject: Re: Skinning!
Posted by danpaul88 on Sun, 30 Apr 2006 09:20:05 GMT
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well thats fairly straightforward then.

1) select all the parts of the model that you want to apply the texture to

2) click M, select the Pass 1 tab at the top, and then the textures tab.

3) Tick the Stage 0 Texture tickbox, and click where it says None, navigate to the texture and click open.

4) Click the Display button to highlight it, and then hit the bottom button on the right (hover over it and it should say 'Assign Material to Selection')

Here is a screenie with the buttons you should be pressing for 1-4

Now close the materials editor window, keep your model selected and go to Modifiers -> UV Coordinates -> UVW Map (on main toolbar at the top). This should add the modifier to the stack. I would suggest starting with Box mode, with width, length and height set to 6, and then resize to suit your needs.

EDIT Btw, theres a bug in the materials editor on sundays for some bizarre reason, so if you get crashes when using it wait until monday...

File Attachments
1) ss_4.jpg, downloaded 361 times