
Subject: One problem, To the next

Posted by [wubwub](#) on Mon, 22 Jun 2009 20:26:10 GMT

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Well no longer a boneing vehicle problem so much as a skinning vehicle problem

Well i have spent the last 4-1/2 hours trying to skin this pos.. First i unwrapped UVW's and i made a skin for them (first hour) then i put it on the car only to find its all screwed up around the seams...

So i ditched the skin and spent the last prevoise hours trying to fix this problem, i look up UVW tutorials on google renhelp etc

Now is the time to ask for help i suppose..

How do i fix this:

grrrrr

Here is the skin i am useing:

(Ignore the black filled right bottem corner)

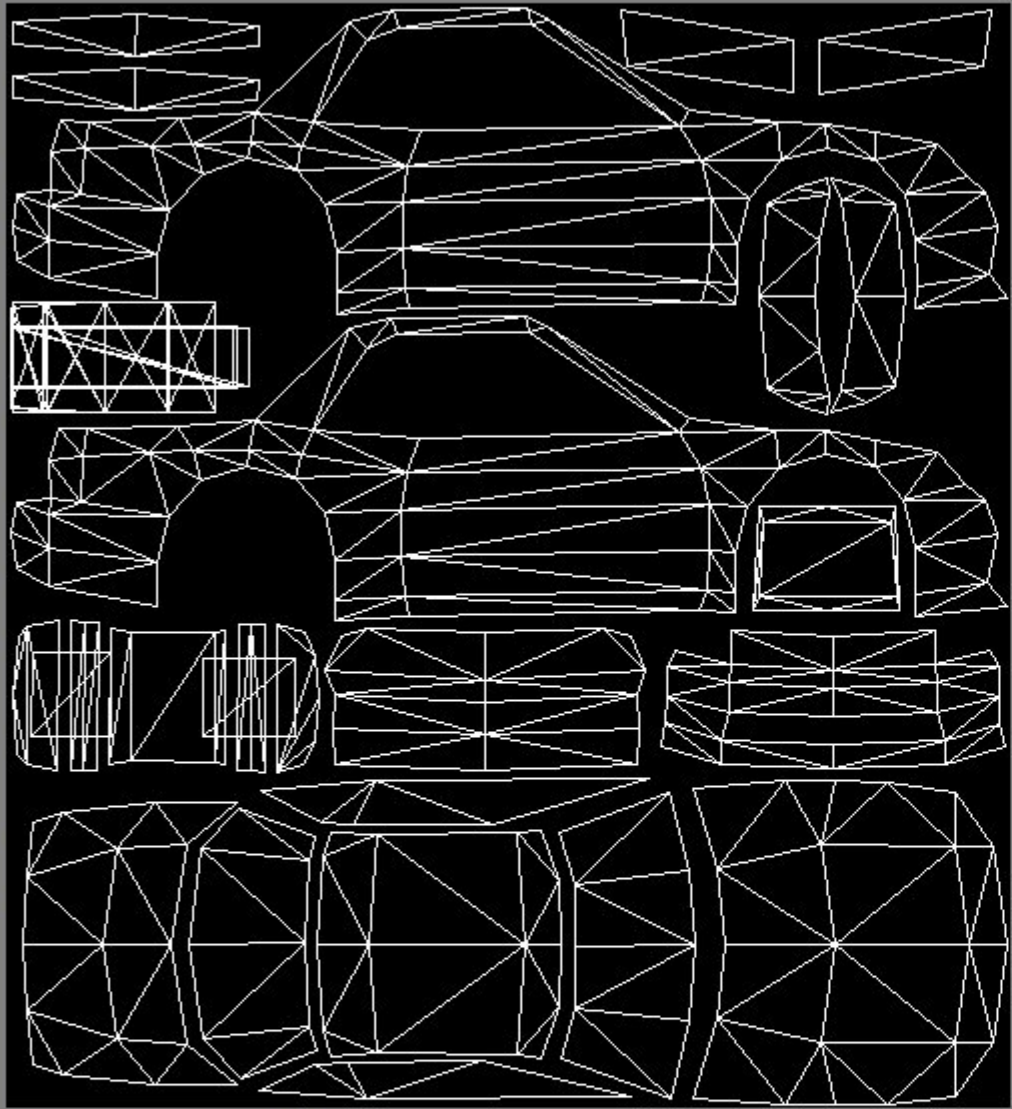
File Attachments

1) [grrrrr.jpg](#), downloaded 681 times

File Edit Select Tools Mapping Options Display View

Render Map (1:1)

RGB Alpha



Edge Distance 36 Select Element

Rot. +90
Rot. -90
Options...

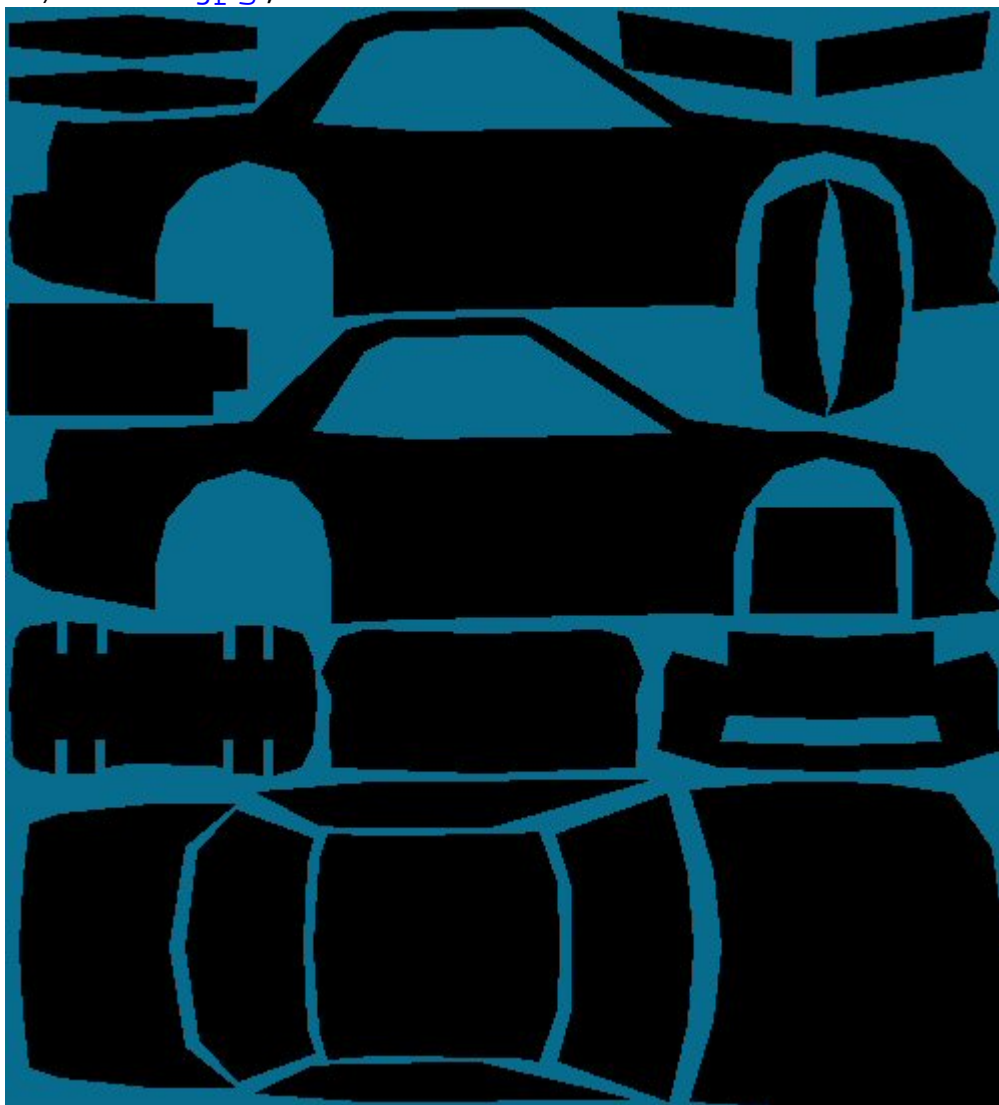
0 / 100

1 Object Selected X: -0.218 Y: -0.098 Z: 0.0

Initial Clust Select faces

start Jasc Paint Shop Pro - ... Stockcar.max - RenX ... 3ds max 8- highlight - ...

2) [Skin.jpg](#), downloaded 669 times



Subject: Re: One problem, To the next
Posted by [Di3HardNL](#) on Mon, 22 Jun 2009 20:36:20 GMT
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I have an easy solution for that.

If you use photoshop you should select the skin you have. Then go to 'Filter' -> Other -> Minimum...

Radius 2 would do the job

File Attachments

1) [Screenshot.PNG](#), downloaded 308 times

