
Subject: How can I put textures as 1 file?

Posted by [woandre](#) on Thu, 03 Dec 2009 16:36:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Lol maybe this is stupid but I don't care

I've textured my model, but it has like 7 different textures (for example: 7 different colors).
Now when I release it, you'll get a .zip file that has 7 TGA files and 1 w3d file....

I see other mods using only like 2-3 TGA files in their .zip,
even though it ain't just 2-3 textures.

Their textures look like the .dds files for skinning (like you can reskin the model easily)

Let me make it clear.

For example:

I got textures like

<http://www.artisandp.com/images/fullsize/2%20color%20Feather%20Finish%20close%20up.JPG>
, 7 different textures like that.

I want it like http://www.cncden.com/images/c_mobius.jpeg

That you put the textures together in 1 TGA file which skins the whole model
so I was wondering, is there a way to do that (easy)?

Or am I asking something strange now? Lol

Subject: Re: How can I put textures as 1 file?

Posted by [R315r4z0r](#) on Thu, 03 Dec 2009 17:18:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

You aren't "putting the textures together." It's just one texture.

It's called unwrapping a model. You basically unfold the faces of a model so that they display flat as a texture. Then you paint the texture you want on that unwrapped texture and it will automatically wrap around your model.

Tutorial in RenX:

<http://www.renegadehelp.net/index.php?act=tutorial&id=6372>

Subject: Re: How can I put textures as 1 file?

Posted by [woandre](#) on Fri, 04 Dec 2009 13:47:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ah I get it now.

Ty for explaining

altho it's quite a hard tutorial...

I've done it but I don't think it went completely well lol.

Also it's quite hard to texture after doing that,
or I've done it wrong

Maybe I just have to ask someone else to do this part for me...Because I really suck at texturing

Subject: Re: How can I put textures as 1 file?
Posted by [woandre](#) on Mon, 07 Dec 2009 16:27:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Anyone who could do this part for me?

I tried it but I don't think I do it correctly,
and for release I prefer my model be good instead of 'half work' because I can't do it myown...

So if anyone likes to do it/has time for it/is very good at it, could you please contact me through PM?

I probably won't give 'random people' my model tho, just incase people want to steal a model lol

Subject: Re: How can I put textures as 1 file?
Posted by [The Party](#) on Wed, 09 Dec 2009 16:19:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

.dds

Subject: Re: How can I put textures as 1 file?
Posted by [woandre](#) on Thu, 10 Dec 2009 16:17:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

The G-Man wrote on Wed, 09 December 2009 17:19.dds
Eh?

Subject: Re: How can I put textures as 1 file?
Posted by [Carrierll](#) on Thu, 10 Dec 2009 19:36:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

G-Man, that's not really an answer, is it?
