
Subject: renx unwrap help

Posted by **NACHO-ARG** on Thu, 26 May 2011 04:05:34 GMT

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i am workin in a model, it uses 2 tga textures for diferents part of the mesh but it is only 1 object, how can i unwrap it? so each texture whould dislay in his fase/poligon whitout afecting the wole object. any ideas?

Subject: Re: renx unwrap help

Posted by **Gen_Blacky** on Sat, 28 May 2011 01:21:50 GMT

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unwrapping is hard and takes a lot of time just do this

http://www.youtube.com/watch?v=tyd_fObPg8Q

Subject: Re: renx unwrap help

Posted by **wubwub** on Sat, 28 May 2011 01:42:28 GMT

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To the extent of my knowledge,

You can't unwrap in RenX, you need 3DS max or something else with the capability to unwrap.

(when i attempted it in RenX, I never saw the UNWRAP UVW modifier, only reason Im saying this)

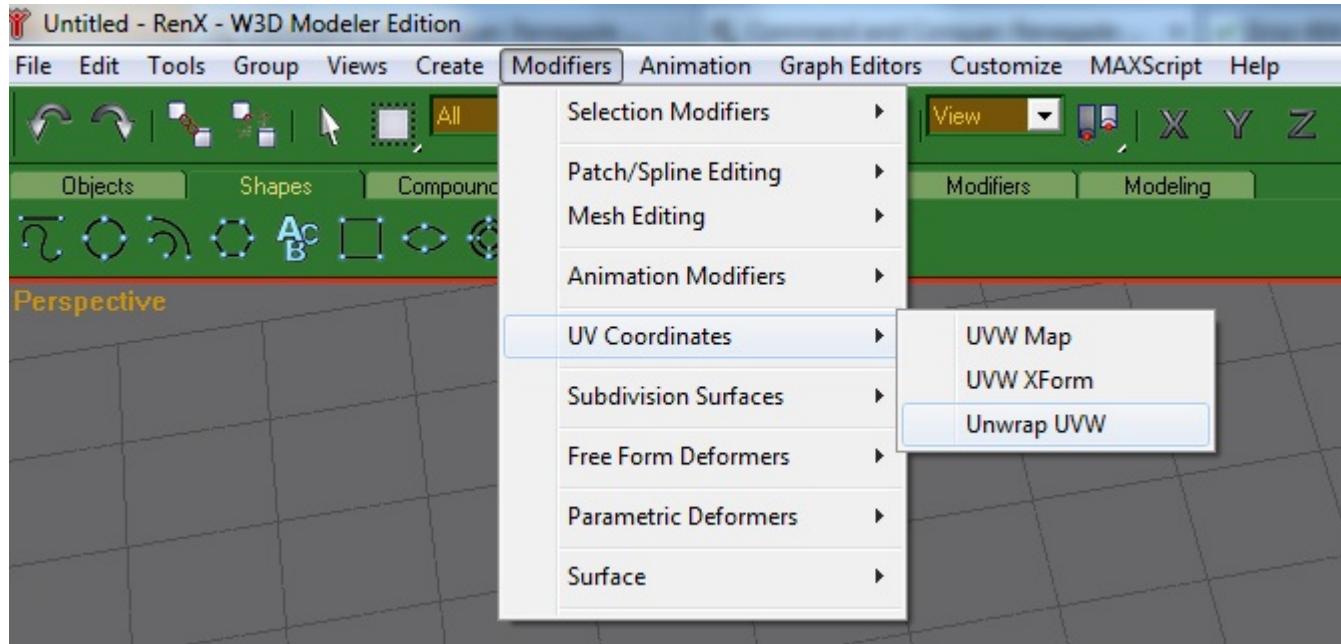
Subject: Re: renx unwrap help

Posted by **Gen_Blacky** on Sat, 28 May 2011 02:08:28 GMT

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File Attachments

1) [unwrap.jpg](#), downloaded 605 times



Subject: Re: renx unwrap help

Posted by [wubwub](#) on Sat, 28 May 2011 02:44:32 GMT

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Pfft.

I stand corrected

Subject: Re: renx unwrap help

Posted by [NACHO-ARG](#) on Sat, 28 May 2011 05:34:36 GMT

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thanks for the help guys, i figure it out, i just cut the model in peses and renamed so i have different object and can now aplly the differents tga to each object, i had became very practical in renx uwnrp if someone need help whit this plesse just ask

Subject: Re: renx unwrap help

Posted by [Gen_Blacky](#) on Sat, 28 May 2011 19:11:40 GMT

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I have only unwarped a few models. Unwrapping models is the best thing to do im just lazy and don't want to do it.

Subject: Re: renx unwrap help

Posted by **NACHO-ARG** on Sun, 29 May 2011 04:30:58 GMT

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Quote:I have only unwarped a few models. Unwrapping models is the best thing to do im just lazy and don't want to do it.

You have helped me a lot in the past so if i can help you whit some thing just ask
