
Subject: -- Skinning Tip and also Modeling Tip --
Posted by [Madtone](#) on Mon, 09 Jun 2003 12:24:00 GMT
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a few people have asked me how i make those cool skins of mine for my models...

Well heres a tip.....

When you create a model, say.... a tank. Now you create the tank exactly the way you want it to look in renegade, every detail you want right down to the last poly.

Then apply the basic skins to the vehicle.

Once you applied the basic skins, take a screenshot of the side of the tank (can be the top, bottom, back whatever).

Then open in your desired graphics program.

now cut around the tank model until you are left with a cut out picture of the side of your tank.

I suggest edit a bit, make it look a little better, add some metal like effects, touch ups to the basic skins and such.

Then do this to every side/section/part of the tank you want.

Now on the model, add a UVW unwrap to the tank and paste in the sections of the tanks you edited to the particular parts.

Now you have the skin on, delete some of those small details and stuff from the model, because the skin will give the effect that its there.

Now if you do this to every high details part of your model, it can reduce poly count alot and also still keeps the model looking detailed.

I hope this helps

Subject: -- Skinning Tip and also Modeling Tip --
Posted by [maytridy](#) on Mon, 09 Jun 2003 13:37:04 GMT
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Wow, great tip. Thanks man.

Subject: -- Skinning Tip and also Modeling Tip --
Posted by [Madtone](#) on Mon, 09 Jun 2003 23:36:21 GMT
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Glad to have helped

Subject: -- Skinning Tip and also Modeling Tip --
Posted by [Skier222](#) on Tue, 10 Jun 2003 01:07:53 GMT
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thanks alot, great tip

Subject: -- Skinning Tip and also Modeling Tip --
Posted by [Sir Phoenixx](#) on Tue, 10 Jun 2003 15:15:00 GMT
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But you'll get distortions if the side of the model you're taking a screenshot of isn't completely level. If it's at an angle it would seem to be shorter in a screenshot of it taken directly from the side.

Subject: -- Skinning Tip and also Modeling Tip --
Posted by [Havoc 89](#) on Tue, 10 Jun 2003 15:32:21 GMT
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Sir PhoenixxBut you'll get distortions if the side of the model you're taking a screenshot of isn't completely level. If it's at an angle it would seem to be shorter in a screenshot of it taken directly from the side.

Ive done that once on my weapon model. along time ago... i still have the picture but not the model. it works fine trust me...

<http://www.n00bstories.com/image.fetch.php?id=2016356355>
<http://www.n00bstories.com/image.fetch.php?id=1729693172>
<http://www.n00bstories.com/image.fetch.php?id=1475983544>

Subject: -- Skinning Tip and also Modeling Tip --
Posted by [Madtone](#) on Tue, 10 Jun 2003 23:12:07 GMT
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yeah, Sir Phoenix its not hard, just gotta line it up....

As you can see Havoc89 did a good job, and if you look on my gun models post, im just about to post the link to the renders and you can see i have used this method on these models too.

<runs off to post link>
