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Subject: I need a uvw unwrap texture  
Posted by [Infinint](#) on Tue, 30 Sep 2003 00:01:17 GMT  
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<http://susr.sdsites.net/downloads/tfm2.zip>

That contains the blank texture and a picture with lables for each part.

this is the mech im texturing:

this is what i was modeling it after:

just to give an idea of what i was looking for

if any one could do this that would be great

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Subject: I need a uvw unwrap texture  
Posted by [ericlaw02](#) on Tue, 30 Sep 2003 10:10:05 GMT  
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!! Thats Zeus II from EE!  
Must get back the tools from EE and start doing the thing lol

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Subject: I need a uvw unwrap texture  
Posted by [gendres](#) on Tue, 30 Sep 2003 12:37:37 GMT  
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what's EE?

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Subject: I need a uvw unwrap texture  
Posted by [Ugauga01](#) on Tue, 30 Sep 2003 12:41:46 GMT  
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Empire Earth. I think it is a very shitty game.

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Subject: I need a uvw unwrap texture  
Posted by [Infinint](#) on Tue, 30 Sep 2003 21:51:19 GMT  
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hmmm... no one wants to make a skin....

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Subject: I need a uvw unwrap texture

Posted by [General Havoc](#) on Tue, 30 Sep 2003 21:52:55 GMT

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UVW Unwrap confuses me.

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Subject: I need a uvw unwrap texture

Posted by [SomeRhino](#) on Wed, 01 Oct 2003 00:13:16 GMT

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Texture creating and mapping takes about 5 times longer than modelling, it requires more work. I suggest you give it a shot. Here are some tips:

\*Map your textures in gMax, not RenX. This will let you avoid the frustrating, buggy interface of RenX. After you map the texture, collapse the stack on the mesh, remove the materials, open it up in RenX, and apply the materials again.

\*Take your time. Like I said, it takes at least 5x longer than modelling.

\*Make the initial texture clean, then afterwards, add scratches, holes, bends, marks, rust, dirt, etc.

\*Don't use simple mapping on anything, be sure to account for every polygon.

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Subject: I need a uvw unwrap texture

Posted by [Infinint](#) on Wed, 01 Oct 2003 01:24:58 GMT

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are you talking about uvw upwrapping?

what i want is the actull skin that i will then repalce with my already uvw unwrapped texture, jugeing the person so kind enough to do it dint move any thing on my texture.

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Subject: I need a uvw unwrap texture

Posted by [SomeRhino](#) on Wed, 01 Oct 2003 03:03:42 GMT

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In order to map it properly, you would need to be able to edit the UVWs on the model as well. I highly recommend you try drawing the texture yourself. Also, there is alot of unused negative space in that texture you have there, and its size isn't in multiples of 8 (256x256, 512x512 etc.)

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Subject: I need a uvw unwrap texture

Posted by [laeubi](#) on Wed, 01 Oct 2003 14:34:21 GMT

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General HavocUVW Unwrap confuses me.  
Me not

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Subject: I need a uvw unwrap texture  
Posted by [Cpo64](#) on Wed, 01 Oct 2003 16:13:26 GMT  
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On the topic of UVW Unwrap, is there any problems with using it on terrain?

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Subject: I need a uvw unwrap texture  
Posted by [General Havoc](#) on Wed, 01 Oct 2003 16:14:07 GMT  
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I'll stick to Level Edit - Modeling isn't my area although I can use Gmax.

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Subject: EE ownz  
Posted by [Stryker](#) on Wed, 01 Oct 2003 22:03:14 GMT  
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Hey I have Empire Earth and its expansion, and it ownz, anyway, i like the model INF, but its incomplete from the EE picture, plus, enjoy the copyright wars.

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