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Subject: Unwrapping help

Posted by [Sn1per XL](#) on Mon, 19 Jan 2004 16:21:12 GMT

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I was wondering if there is a program that will auto unwrap your objects because unwrapping is such a pain and it takes a while...Is there another way other then 3ds max and gmax?

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Subject: Unwrapping help

Posted by [Dante](#) on Mon, 19 Jan 2004 16:28:56 GMT

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there are several plugins/apps that will unwrap your model, but...

its all part of modeling, nothing is "make a box, morph the box, smooth the box, unwrap the box, texture the box... YAY, A NEW MODEL!!!"

some modelers even build there models poly by poly over a hand drawn jpg scan.

just grow some patience, and doing it yourself will more then likely be more accurate then some crappy app.

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Subject: Unwrapping help

Posted by [Sn1per XL](#) on Mon, 19 Jan 2004 16:34:24 GMT

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Alright ill just pratice alot thanks for the help.

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Subject: Unwrapping help

Posted by [OrcaPilot26](#) on Mon, 19 Jan 2004 16:44:05 GMT

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Yeah, I like doing uvw unwrapping by hand, it's much more precise.

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