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Subject: Hand of Nod

Posted by [Anonymous](#) on Thu, 16 Jan 2003 08:06:00 GMT

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quote:ugly, I would keep the hand part and redo everything else. And learn how to texture. Thanks, but as I make maps and models with 3D Studio for a living already, I'll give your wonderful advice a miss for now. The texture is stretched on a couple of polys because it's only a basic cylindrical UV map, rather than having done it on a group-by-group basis. As I said initially, it's only rough.

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