Subject: Has anyone found how to make a skin template yet?

Posted by Anonymous on Sun, 05 May 2002 18:30:00 GMT

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quote:Originally posted by Wodan_Asason[BoW]:Actually all you need to do is convert the gmax model to a .md3, then open it in ultimate unwrap3d, unwrap it there then it will also create a .bmp for ya.Real simple, don't even need chilliskinner, albeit some people are used to it.How do i make m3d?**** just when i was thinking i was smart, im a n00b