

---

Subject: Free UVW App Needed...

Posted by [Sir Phoenixx](#) on Fri, 28 Feb 2003 00:12:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I've been searching for a while now and I couldn't come up with anything besides texporter (which is for 3dsmax) and Ultimate Unwrap3d (which is the commercial version (\$30) of LithUnwrap (demo versio of Unwrap3d is available but it doesn't allow saving).

Would anyone know of a good free program that can save a bitmap of the UVW Mapping of a model to use as a template (like in photoshop) to paint the skin on?

---