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Subject: Renegade: A New Hope Update

Posted by [Sir Phoenixx](#) on Tue, 01 Feb 2005 02:07:06 GMT

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EXdeath7You maybe?

If you (or anyone else) want to, you can e-mail me and I'll help you with UVW mapping (or almost anything about modeling with 3dsmax and gmax).

EXdeath7Besides , It's a bunker design. It shouldn't have multiple textures layed all through out the outside just because you can.

I didn't say anything about putting multiple textures around the building. Instead of repeating the same set of dents around the entire building, you could UVW map the building right and using one texture map you can make every part of the building's concrete walls completely unique without any repeating dents or anything like that.

Quote:Yeah, but everyone is probably too busy to care.

That's just an excuse for people who are either too lazy, or not skilled enough to do it any better.

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