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Subject: CNC REBORN : Umagon

Posted by [laeubi](#) on Wed, 04 May 2005 07:13:31 GMT

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@Oblivion: I used that Model to write the tutorial and did the first setup and correct one error just to show for the tutorial, and the handed it over to renardin so he can make it ready/test it

@Renardin: Maybe adding a Shaddow to the CLothes where the meet the 'legs' would add a more realistic touch to them? I mean it won't be recognized much ingame, but I msut agree that on that shoot it really loks a bit like the clothes are glued to the person

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