
Subject: Re: I don't know how you guys do it.
Posted by [Sir Phoenixx](#) on Fri, 03 Jun 2005 14:17:31 GMT
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I learned how to model almost entirely by playing around with 3d Studio MAX, and trying out different tools, etc. If there was something new I needed to learn, like UVW mapping, I used a tutorial, and played around to learn more, and to find the best/easiest way to do it. I've only had to read a few kinds of tutorials, almost all of them were for UVW mapping.
