
Subject: TiB eVo New version of the Hover MRLS modeled and Skinned
Posted by [Dante](#) on Fri, 04 Jul 2003 09:04:19 GMT

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now lets work on that uber important skin

that will make or break your model, you could have the most accurate true to life looking anything, but if the skin sucks, so will your overall model.

you have a great base for the start (assuming it is UVW wrapped and one or two files). now add the details to the skin, put some kick ass TS camo on it, and "hover" like the best.
