

---

Subject: Re: Texturing a NEW model from scratch?  
Posted by [Dreganius](#) on Thu, 25 Oct 2007 07:53:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dealman wrote on Wed, 24 October 2007 22:57Uhm, In my opinion you should start by learning to unwrap your models. You could start to find an way to unwrap an box as easy as possible. There a few skinning tutorials at:

[www.renhelp.net](http://www.renhelp.net)

Dreganius wrote on Wed, 24 October 2007 17:24Ok here's the deal. I've downloaded XCC and DXT, and i have Photoshop CS3, so there's no problems there at all. But when i go to Renhelp.net, i can only find tutorials explaining how to texture /re-texture Renegade guns, but not how to make your own textures from scratch. I found this untextured M41a and i wanna texture it. Any place where i can find tutorials?

Any help would be appreciated,

Dreganius

---