
Subject: [Tutorial] Building Interior Modeling!
Posted by [Di3HardNL](#) on Thu, 19 Mar 2009 20:49:51 GMT
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Various people ask me how I make those building interiors. Whats a better way of making a tutorial of it to show it?

For beginners with RenX/3DS Max this could be pretty hard. But I think you should be able to complete it if you take the time
In this tutorial I showed some things with screenshots, but I also made 2 videos. In those videos I'll show you how to UWV Map to make different paths and getting the textures to allign right.

I hope some people that will succeed following all this can show some of there creations.

Link to the tutorial ->
Tutorials Overview

If you just want to learn UWV Mapping how I do it then check the videos

Tutorial Interior Modeling UWVmapping Part 1
Tutorial Interior Modeling UWVmapping Part 2

What should the next tutorial be about? Any suggestions?
