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Subject: Re: renx aply texture to a model help!

Posted by [NACHO-ARG](#) on Sat, 23 Apr 2011 22:33:50 GMT

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yes i mean how to make a skin for a new model (gun/char)cause i know how to aply uvw to an already textured model, but dont have any idea on how to aply textures to a set of poligons and make a skin of it, every tutorial related to this has been writed for 3ds max and i use renx, i know that this 2 are similars but wen i follow some of this tutorials i get lost, if you can tell me how to do it or make a tutorial for gmax/renx i whould be very greatfull, also if you decide to do it just keep it simple, like create a box and give each side a diferent texture and then create a eskin of it.

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