
Subject: Re: renx aply texture to a model help!
Posted by [Reaver11](#) on Sat, 23 Apr 2011 23:11:37 GMT
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On the renhelp version that Blacky posted it is this tutorial for gmax/renx:
<http://www.pokemonca.net/rh/index.php?mod=Tutorials&action=view&id=74>

Personnaly I would rather UVW unwrap (making the folded out dicelike skin) in 3ds max.
I have never liked doing UVW unwraps in Renx.

After unwrapping you still need to know your way around with paint.net or if you have photoshop.

Try out that tutorial and if you get stuck post here again
