
Subject: I need a uvw unwrap texture

Posted by [SomeRhino](#) on Wed, 01 Oct 2003 00:13:16 GMT

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Texture creating and mapping takes about 5 times longer than modelling, it requires more work. I suggest you give it a shot. Here are some tips:

*Map your textures in gMax, not RenX. This will let you avoid the frustrating, buggy interface of RenX. After you map the texture, collapse the stack on the mesh, remove the materials, open it up in RenX, and apply the materials again.

*Take your time. Like I said, it takes at least 5x longer than modelling.

*Make the initial texture clean, then afterwards, add scratches, holes, bends, marks, rust, dirt, etc.

*Don't use simple mapping on anything, be sure to account for every polygon.
