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Subject: Has anyone found how to make a skin template yet?

Posted by [Anonymous](#) on Sun, 05 May 2002 13:27:00 GMT

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How are we supposed to make a template for our skins? Westwood hasnt released any info. Im stuck, skinning in GMAX is crap, and only good way is to export a .tga template for us to draw on..If i remember correctly (from Halflife modelling) it should be in wireframe picture form. Anyone find out how to do so yet?

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Subject: Has anyone found how to make a skin template yet?

Posted by [Anonymous](#) on Sun, 05 May 2002 13:30:00 GMT

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use chilliskinner then ultimate unwrap3d

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Subject: Has anyone found how to make a skin template yet?

Posted by [Anonymous](#) on Sun, 05 May 2002 13:34:00 GMT

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these programs? where can i get them? did they come with mod tools?

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Subject: Has anyone found how to make a skin template yet?

Posted by [Anonymous](#) on Sun, 05 May 2002 13:51:00 GMT

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\*\*\*\* chiliskinner isnt working

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Subject: Has anyone found how to make a skin template yet?

Posted by [Anonymous](#) on Sun, 05 May 2002 15:12:00 GMT

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what the hell did westwood use?

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Subject: Has anyone found how to make a skin template yet?

Posted by [Anonymous](#) on Sun, 05 May 2002 16:27:00 GMT

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put chilli skinner into your gmax dirthen do a run maxscript and find the chilliskinner  
scriptvoilaworks FINE on gmaxproblem is ultra unwrap3d is a program you must pay for, and the  
alternative (which is free) doesn't run on gmax.

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Subject: Has anyone found how to make a skin template yet?

Posted by [Anonymous](#) on Sun, 05 May 2002 17:10:00 GMT

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i cant get the \*\*\*\*ed thing to work - this is annyoying the hell out of me!

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Subject: Has anyone found how to make a skin template yet?

Posted by [Anonymous](#) on Sun, 05 May 2002 18:10:00 GMT

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thxOnce i do the tutorial on the website ill make a gmax tutorial.

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Subject: Has anyone found how to make a skin template yet?

Posted by [Anonymous](#) on Sun, 05 May 2002 18:16:00 GMT

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Actually all you need to do is convert the gmax model to a .md3, then open it in ultimate unwrap3d, unwrap it there then it will also create a .bmp for ya.Real simple, don't even need chilliskinner, albeit some people are used to it.

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Subject: Has anyone found how to make a skin template yet?

Posted by [Anonymous](#) on Sun, 05 May 2002 18:17:00 GMT

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yeah I use Chilliskinner and Textporter in 3D Studio and it works well. But I guess it doesn't work for those who don't have Max

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Subject: Has anyone found how to make a skin template yet?

Posted by [Anonymous](#) on Sun, 05 May 2002 18:30:00 GMT

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quote:Originally posted by Wodan\_Asason[BoW]:Actually all you need to do is convert the gmax model to a .md3, then open it in ultimate unwrap3d, unwrap it there then it will also create a .bmp for ya.Real simple, don't even need chilliskinner, albeit some people are used to it.How do i make m3d?\*\*\*\* just when i was thinking i was smart, im a n00b

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Subject: Has anyone found how to make a skin template yet?

Posted by [Anonymous](#) on Sun, 05 May 2002 18:31:00 GMT

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uhg i can't stand chilliskinner, so i just throw a uvw map on selected faces then use unwrap uvw to

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set it all up then texporter

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Subject: Has anyone found how to make a skin template yet?

Posted by [Anonymous](#) on Mon, 06 May 2002 10:17:00 GMT

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bump, how do i make M3D files?

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Subject: Has anyone found how to make a skin template yet?

Posted by [Anonymous](#) on Tue, 07 May 2002 00:52:00 GMT

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quote:Originally posted by Darkscorn:uhg i can't stand chilliskinner, so i just throw a uvw map on selected faces then use unwrap uvw to set it all up then texporteryeah, but instead of having to manually move all the UVW coords in the UVW Unwrap mod, chilliskinner automatically generates them for you.

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