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Subject: Help with n00b Mod  
Posted by [fragtek](#) on Sun, 03 Oct 2004 04:47:23 GMT  
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Okay..I'm new to this skinning thing..ive got the Renegade Tools program and the GMAX stuff..how do I go about recreating a new vehicle...ive read the tutorials ...but I cant seem to grasp it..how do they import the look of the vehile they want. Im a n00b yes..you can say it..it wont hurt my feelings..hah..any help would be appreciated..thanks!

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Subject: Help with n00b Mod  
Posted by [WNxCABAL](#) on Sun, 03 Oct 2004 11:56:38 GMT  
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<http://www.renhelp.co.uk>

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Subject: Help with n00b Mod  
Posted by [rm5248](#) on Sun, 03 Oct 2004 21:55:52 GMT  
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[\\_TFWxANDY\\_www.renhelp.co.uk](#)

He said that he's already read tutorials.

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Subject: Help with n00b Mod  
Posted by [icedog90](#) on Sun, 03 Oct 2004 22:39:53 GMT  
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If you read correctly, you'll notice he says he doesn't know how to model a vehicle and needs modeling help.

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Subject: Help with n00b Mod  
Posted by [Oblivion165](#) on Sun, 03 Oct 2004 23:52:29 GMT  
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You'll get a hang of it. I started small. And workd on it in another way.

First, if you want to make a car or something, start small, make the wheel only, then an axel, and so on. It will come easily. Also use pictures alot, following a picture really helps.

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Subject: Help with n00b Mod

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Posted by [WNxCABAL](#) on Mon, 04 Oct 2004 11:23:30 GMT

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Who said he read tutorials at renhelp?

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Subject: Help with n00b Mod

Posted by [laeubi](#) on Mon, 04 Oct 2004 12:32:41 GMT

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<http://forum.laeubi-soft.de/thread.php?threadid=522&boardid=2&styleid=3>

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Subject: Help with n00b Mod

Posted by [SioxerNic](#) on Tue, 05 Oct 2004 08:52:17 GMT

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thats right.... start small.... i dont start at the vehicles.. i start at the main body. Look at the BfD mod project for viewing of my work...  
btw.. you easy got a hang of it....

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