Subject: skinning question
Posted by Anonymous on Wed, 12 Feb 2003 06:31:00 GMT
View Forum Message <> Reply to Message

hi folks.i'm working on another deathmatch map, and therefore i needed to extract the ww model of the crashed plane from the 4th mission on the nod isle.the wing and the tail part have textured corectly, but not the main part.[screen here]i've got the texture and anything else, how can i skin this model now?i haven't found a good tut for this now

Subject: skinning question
Posted by Anonymous on Wed, 12 Feb 2003 06:44:00 GMT
View Forum Message <> Reply to Message

Not entirely sure on the question but a program called 'Lithium Wrap' might help you. It creates skins from textured models (like the character & vechile skins)Sorry, but no idea on a link or how to get it working, pretty sure you need something like this mind.good luck.

Subject: skinning question
Posted by Anonymous on Wed, 12 Feb 2003 06:47:00 GMT
View Forum Message <> Reply to Message

my problem is, i have the texture, i have only to put it onto the mesh, but every part has to fit.i've no idea how to do that ps:the w3d importer from abjab rulz! thx guy

Subject: skinning question
Posted by Anonymous on Wed, 12 Feb 2003 09:21:00 GMT
View Forum Message <> Reply to Message

One - if you dont know how to skin - you shouldnt be ripping models out to use. IMOI suggest you take the time to read/do the Gmax tutorials on skinning. They will show you how to UVW - map - etc....Then - if you can't understand that - you will be in a better position to tell us what the problem is...