Subject: SKINNER NEEDED DESPERATELY

Posted by Anonymous on Sat, 15 Feb 2003 09:16:00 GMT

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WW2:Warpath needs a skinner bad. If you can do this, please reply. [February 15, 2003, 12:15:

Message edited by: imdgr8one ]

Subject: SKINNER NEEDED DESPERATELY

Posted by Anonymous on Sat, 15 Feb 2003 11:05:00 GMT

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I can do buildings.

Subject: SKINNER NEEDED DESPERATELY

Posted by Anonymous on Sat, 15 Feb 2003 20:57:00 GMT

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Thanks Laubi, Genocide is contacting you, please we still need a skinner or else we may not be able to finish!

Subject: SKINNER NEEDED DESPERATELY

Posted by Anonymous on Sun, 16 Feb 2003 15:18:00 GMT

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I can't skin for crap

Subject: SKINNER NEEDED DESPERATELY

Posted by Anonymous on Mon, 17 Feb 2003 15:59:00 GMT

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Thanks for your useless post.

Subject: SKINNER NEEDED DESPERATELY

Posted by Anonymous on Mon, 17 Feb 2003 19:35:00 GMT

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Skinning what exactly - Buildings/infantry/vehicles?

Subject: SKINNER NEEDED DESPERATELY

Posted by Anonymous on Tue, 18 Feb 2003 04:40:00 GMT

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Tanks...we have the skins made just we need a Skinner to Map the skin onb the object

Subject: SKINNER NEEDED DESPERATELY

Posted by Anonymous on Tue, 18 Feb 2003 04:50:00 GMT

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just UVW map the model and stick them on there

Subject: SKINNER NEEDED DESPERATELY

Posted by Anonymous on Tue, 18 Feb 2003 05:14:00 GMT

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lol u obviously dont get the message

Subject: SKINNER NEEDED DESPERATELY

Posted by Anonymous on Tue, 18 Feb 2003 05:17:00 GMT

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It doesn't take another person to click 3 buttons and move around some dots...

Subject: SKINNER NEEDED DESPERATELY

Posted by Anonymous on Tue, 18 Feb 2003 05:22:00 GMT

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u offering?

Subject: SKINNER NEEDED DESPERATELY

Posted by Anonymous on Tue, 18 Feb 2003 05:31:00 GMT

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Not Really...

Subject: SKINNER NEEDED DESPERATELY

Posted by Anonymous on Tue, 18 Feb 2003 13:40:00 GMT

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o come on...I love to help others, so if anyone has any problems, questions or whatever that has to do with html coding, 3dsmax, gmax, etc. feel free to contact me.

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