
Subject: what software do i need to begin skinning and modeling new things for renegade

Posted by [DeathC200](#) on Fri, 06 Mar 2009 00:42:23 GMT

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what software do i need to begin skinning and creating models for renegade paint.net tried it not such a good idea i need help from the pros

Subject: Re: what software do i need to begin skinning and modeling new things for renegade

Posted by [Gen_Blacky](#) on Fri, 06 Mar 2009 01:48:48 GMT

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gmax/3ds max = modeling program

adobe photoshop is what I use for skinning but its not free.

dxt tools = .dds plugin

Renegade public tools = leveledit , renx gamepack , wdump , w3dviwer , tutorials.

You can find all of it on renhelp besides adobe photo shop.

Subject: Re: what software do i need to begin skinning and modeling new things for renegade

Posted by [Lone0001](#) on Fri, 06 Mar 2009 05:14:47 GMT

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For a free solution(other than pirating Photoshop) Paint.net does a fine job for skinning it has a DDS plugin built into it: <http://www.paint.net/>

Subject: Re: what software do i need to begin skinning and modeling new things for renegade

Posted by [_SSnipe_](#) on Fri, 06 Mar 2009 15:20:33 GMT

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Lone0001 wrote on Thu, 05 March 2009 21:14For a free solution(other than pirating Photoshop) Paint.net does a fine job for skinning it has a DDS plugin built into it: <http://www.paint.net/> or gimp?

Subject: Re: what software do i need to begin skinning and modeling new things for renegade

Posted by [Jerad2142](#) on Fri, 06 Mar 2009 15:31:27 GMT

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dds converter 2.0
and MS paint if you want to go really simple...
Otherwise Paintshop Pro/Photo Shop will do the job.

Subject: Re: what software do i need to begin skinning and modeling new things for renegade

Posted by [DeathC200](#) on Fri, 06 Mar 2009 20:16:28 GMT

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ok i thank all of you for your help as you all have been of great service to me and i well look into further software if you can give me the links for these that would be much appreciated

Subject: Re: what software do i need to begin skinning and modeling new things for renegade

Posted by [JsxKeule](#) on Fri, 06 Mar 2009 20:39:25 GMT

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http://www.cncden.com/renegade_skin_tut.shtml
for skinning

Subject: Re: what software do i need to begin skinning and modeling new things for renegade

Posted by [DeathC200](#) on Fri, 06 Mar 2009 20:52:33 GMT

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JsxKeule wrote on Fri, 06 March 2009 14:39http://www.cncden.com/renegade_skin_tut.shtml
for skinning

i dont have photoshop i have gimp and pant only those are the ones i have ??

Subject: Re: what software do i need to begin skinning and modeling new things for renegade

Posted by [ErroR](#) on Fri, 06 Mar 2009 22:03:10 GMT

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here's a tut for gimp:

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=117>
