Subject: Renegade Alert Allied Turret
Posted by PermaGrin on Fri, 22 Oct 2004 05:26:37 GMT
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Several times minor errors in the unwrap have been pointed out on my model. I unwrap my models. So when I try to save space by making similar sections use the same area of the texture map, I get told I should redo it. When I mention it on yours, it is, "how it supposed to be", because you made it that way. Well, mine is how how it is supposed to be because I made it that way. Now I am sure that "if" you were to remap that one little area, you can spare some of your concrete area. Hell, just remap sides and place the UVs over the UVs of the top and bottom pieces. Areas may not match perfectly, but atleast it wont be stretched.