Subject: Separate Skins
Posted by Burn on Tue, 14 Nov 2006 01:16:47 GMT

Hmm.. I'm guessing there's no possible way to take just the skin for a model and edit that in Photoshop and use it to be a separate skin from the original Renegade skin.

For example, I'd like to have a model of an infantry unit, and I'd like for the original Renegade model and my newly skinned model on the same map.

I know how to edit the skins but I don't want to have to replace them over the original Renegade skins. Does anyone know if this is possible? Or, do I have to make a completely separate model?

Thanks,

   Burn