Subject: Re: Texturing a NEW model from scratch?
Posted by nopol10 on Wed, 24 Oct 2007 10:51:28 GMT
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Oh that's real helpful.

Anyway, you would want to look for Photoshop tutorials in general.
http://www.tutorialized.com/tutorials/Photoshop/1
Seems to contain over 7000+ Photoshop tuts so good luck learning.
And keep your textures to 2^x by 2^x so Renegade can use them.