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Subject: Renegade Alert Missile Sub

Posted by [Sir Phoenixx](#) on Tue, 29 Jun 2004 12:13:33 GMT

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He said that each of the top and the bottom take up a 256 pixel wide area on the texture, not that the texture was 256x1024.

Quote: Like so each poly is the in the same scale as the rest. Like a small poly in the model say the end of a barrel isnt bigger then the stock of the gun so its in scale withe the rest of the model so a small poly is still a smaller poly in the uvw.

Then you meant "Proportions", not "Portions". Aircraftkiller said that the crease would have to be found on both portions, as in both the hull and the sail thing...

Anyways, that's pretty much how I make the uvw maps, the larger areas on the model get the larger areas on the UVW map, like the top and bottom of the hull, they were as large as possible on the UVW map and only took up about 1/3-1/2 of it, the next largest were the fins, nose, missile launcher and the sail, then all the little parts like the propellers and antennae, etc.

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