
Subject: Free UVW App Needed...

Posted by [Sir Phoenixx](#) on Fri, 28 Feb 2003 00:12:10 GMT

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I've been searching for a while now and I couldn't come up with anything besides texporter (which is for 3dsmax) and Ultimate Unwrap3d (which is the commercial version (\$30) of LithUnwrap (demo versio of Unwrap3d is available but it doesn't allow saving).

Would anyone know of a good free program that can save a bitmap of the UVW Mapping of a model to use as a template (like in photoshop) to paint the skin on?

Subject: Free UVW App Needed...

Posted by [Sir Phoenixx](#) on Fri, 28 Feb 2003 00:13:42 GMT

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Oh yeah, it has work with gMax...

Subject: Free UVW App Needed...

Posted by [PiMuRho](#) on Fri, 28 Feb 2003 08:40:34 GMT

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PM me. I might have something useful for you.

Subject: Free UVW App Needed...

Posted by [General Havoc](#) on Sat, 01 Mar 2003 00:34:46 GMT

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Chilly Skinner no good?

Subject: Free UVW App Needed...

Posted by [Sir Phoenixx](#) on Sat, 01 Mar 2003 00:43:26 GMT

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I have the latest version of Chiller Skinner already, but it doesn't do what I need...

I need a program, plugin, app, etc. that has a good feature that takes a model, and lets you save a image (bmp, jpg, whatever) of the UVW mapping to use as a template in a image program (like photoshop) to paint the skin over. It has to either be able to import w3d, or be a plugin, script whatever that works in/with gmax.

I have lithunwrap, but it doesn't do w3d (unless there's a plugin for it). I've tried Texporter, but it doesn't work in Gmax. And I'm going to try Ultimate Unwrap3d (lithunwrap's successor), but it's

commercial and I can only get the demo (which doesn't allow you to save (which is not needed if i can export to a file)...)

Subject: Free UVW App Needed...

Posted by [Nodbugger](#) on Sat, 01 Mar 2003 02:09:26 GMT

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You really dont need one. Ive been skinning without one. very simple.

Subject: Free UVW App Needed...

Posted by [Sir Phoenixx](#) on Sat, 01 Mar 2003 02:14:53 GMT

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but you've only skinned one thing, that Dragunov...

I could take a screenshots of the uvw editor windows in gmax and paste that into a photoshop doc, and use that, but that's alot more work...

I could also make the skins without a template of the mapping, but chances are they won't fit worth a damn.

NodBuggy how are you doing your skins? You just cut out the gun out of a picture of the real thing and just put it on right? See, I'd like to create my own skins, not use a photoskin...

Subject: Free UVW App Needed...

Posted by [Nodbugger](#) on Sat, 01 Mar 2003 02:29:24 GMT

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Sir Phoenixxbut you've only skinned one thing, that Dragunov...

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NodBuggy how are you doing your skins? You just cut out the gun out of a picture of the real thing and just put it on right? See, I'd like to create my own skins, not use a photoskin...

Well I make the key parts of the gun one pbject. Take a picture of the gun. Add all of the aprts in it. Make sure it is 512x512. then when im done with it i make it 256x256. assign that material to every object go to edit in the unwrap poly menu then move the polygons voer the right parts and if the image need some editing i do that. I like smoothing and blurry. makes it look mroe hand made. Besides whats wrong with photo textures? They make it look more real. Unless you do it with

millions of polys and assign nice reflection and maps and bump maps to it.

Subject: Free UVW App Needed...

Posted by [iscrpter](#) on Sat, 01 Mar 2003 09:51:10 GMT

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General HavocChilly Skinner no good?

That's not for gMax, is it?

Subject: Free UVW App Needed...

Posted by [Sir Phoenixx](#) on Sat, 01 Mar 2003 13:19:57 GMT

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It was made for 3dsmax, but it does fully work in gmax...

(it's a maxscript btw...)

Well, if I can't find a program to do this I'll just take screenshots of the uvw editor windows and paste them in a jpg and use that as a template to paint the skin over...

I just think making photoskins is kind of 'newbie-ish' or whatever...

Subject: Free UVW App Needed...

Posted by [Nodbugger](#) on Sat, 01 Mar 2003 20:20:48 GMT

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I just think making photoskins is kind of 'newbie-ish' or whatever...

well just cuase you cant skin doesnt mean you have to say mine suck. Besides chilli skinner doesnt work fully with g-max it doesnt work at all...barely. Besides whats wrong with photo ksins. I edit thsoe change colors smooth them and everyhting. They look fine. besides its easier.

Subject: Free UVW App Needed...

Posted by [Sir Phoenixx](#) on Sun, 02 Mar 2003 01:10:20 GMT

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lol NodBooger...

I never said your skin sucked. :rolleyes:
