Subject: Texturing a NEW model from scratch?
Posted by Dreganius on Wed, 24 Oct 2007 07:24:42 GMT
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Ok here's the deal. I've downloaded XCC and DXT, and i have Photoshop CS3, so there's no problems there at all. But when i go to Renhelp.net, i can only find tutorials explaining how to texture /re-texture Renegade guns, but not how to make your own textures from scratch. I found this untextured M41a and i wanna texture it. Any place where i can find tutorials?

Any help would be appreciated,

Dreganius

Subject: Re: Texturing a NEW model from scratch?
Posted by C C_guy on Wed, 24 Oct 2007 08:05:04 GMT
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Join the campaign to piss of<<< HORQWER! Add this quote to your signature!

See the arrows? well that spells of lol, not off in your sig.

You might wanna fix that lol.

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.

Subject: Re: Texturing a NEW model from scratch?
Posted by Dealman on Wed, 24 Oct 2007 12:57:12 GMT
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Uhm, In my opinion you should start by learning to unwrap your models. You could start to find an way to unwrap an box as easy as possible. There a few skinning tutorials at:

www.renhelp.net

Subject: Re: Texturing a NEW model from scratch?
Posted by Dreganius on Thu, 25 Oct 2007 07:53:36 GMT

Dealman wrote on Wed, 24 October 2007 22:57Uhm, In my opinion you should start by learning to unwrap your models. You could start to find an way to unwrap an box as easy as possible. There a few skinning tutorials at:

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Dreganius wrote on Wed, 24 October 2007 17:24Ok here's the deal. I've downloaded XCC and DXT, and i have Photoshop CS3, so there's no problems there at all. But when i go to Renhelp.net, i can only find tutorials explaining how to texture /re-texture Renegade guns, but not how to make your own textures from scratch. I found this untextured M41a and i wanna texture it. Any place where i can find tutorials?

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