Subject: renx aply texture to a model help!
Posted by NACHO-ARG on Fri, 22 Apr 2011 18:31:42 GMT
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hello ppl, i have been trying figureout how to make a skin for a new model in renx whit out succed
and the tutotials that i found in renehelp doesnt help me, so if somebody know hot to do it, please
make a tutorial or give me some advises.

Subject: Re: renx aply texture to a model help!
Posted by NACHO-ARG on Sat, 23 Apr 2011 15:01:29 GMT
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anybody?

Subject: Re: renx aply texture to a model help!
Posted by Reaver11 on Sat, 23 Apr 2011 16:50:47 GMT
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It might be usefull to be more specific.
Like what kind of new model are you making?

I mean, you texture terrain different then a gunmodel or a building for that matter.
Makes a big difference knowing what you are making.

I presume you are making a gun or char (otherwise you probably wouldnt refer to as model).
So have you already UVW mapped / Unwrapped your model?
Or do you still need to make the texture itself?

There should be texture tutorials on renhelp.

With a bit more info or a screenshot on your WIP model it might be easier to help you.

Subject: Re: renx aply texture to a model help!
Posted by NACHO-ARG on Sat, 23 Apr 2011 22:33:50 GMT
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yes i mean how to make a skin for a new model (gun/char)cause i know how to aply uvw to an
already textured model, but dont have any idea on how to aply textures to a set of poligons and
make a skin of it,every tutorial related to this has been writed for 3ds max and i use renx, i know
that this 2 are similars but wen i follow some of this tutorials i get lost, if you can tell me how to do
it or make a tutorial for gmax/renx i whould be very greatfull, also if you decide to do it just keep it
simple, like create a box and give each side a diferent texture and then create a eskin of it.

Subject: Re: renx aply texture to a model help!
Posted by Gen_Blacky on Sat, 23 Apr 2011 22:52:10 GMT
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The older Newer Renehlp
http://www.pokemonca.net/rh/index.php?mod=Tutorials

Subject: Re: renx aply texture to a model help!
Posted by Reaver11 on Sat, 23 Apr 2011 23:11:37 GMT
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On the renhelp version that Blacky posted it is this tutorial for gmax/renx:
http://www.pokemonca.net/rh/index.php?mod=Tutorials&action=view&id=74

Personnaly I would rather UVW unwrap (making the folded out dicelike skin) in 3ds max.
I have never liked doing UVW unwraps in Renx.

After unwrapping you still need to know your way around with paint.net or if you have photoshop.

Try out that tutorial and if you get stuck post here again

Subject: Re: renx aply texture to a model help!
Posted by NACHO-ARG on Sun, 24 Apr 2011 03:46:28 GMT
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thanks for the help guys i will put my hand at work and see if i can get done whit this shit