jamiejrg wrote on Fri, 06 April 2007 17:28Merovingian wrote on Thu, 05 April 2007 06:41The whole point of an unwrap is to get the texture perfect. All vehicles, gun, characters, the HUD, small buildings, decorative items are unwraped properly in Renegade.

If you want the best quality for your weapon, unwrap it! Not just a shitty little planar unwrap to get streching. If you can't unwrap it, get someone else to.

Yeah, thanks i understand that. I'm just unsure how exactly it was done in your screen shot.

To me, it looks like the person merged all the meshes and then box mapped and unwrapped it. Then they took all each poly and aligned them. Then Welded them. That seems like alot of work i just thought there might be an easier way to do it.

Yes, for a successful unwrap all mesh you want to unwrap needs to be one.

Each polygon is selected and given a planar unwrap, then positioned, scaled and welded to its 'next-door neighbour' verticies untill you open out the mesh.

If you print out the unwrap and cut it out you could actually make a paper/card model of what you modeled. Same way you make a card box.

If you want, i don't have much going, i can unwrap the final model for you. Add me to MSN martynp1989(at)hotmail.co.uk and tell me what program you used to make this (i only have max or gmax).