Subject: One problem, To the next
Posted by wubwub on Mon, 22 Jun 2009 20:26:10 GMT
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Well no longer a boneing vehicle problem so much as a skining vehicle problem

 Well i have spent the last 4-1/2 hours trying to skin this pos.. First i unwraped UVW's and i made a skin for them (first hour) then i put it on the car only to find its all screwed up around the seams...

So i ditched the skin and spent the last prevoiuse hours trying to fix this problem, i look up UVW tutorials on google renhelp etc

Now is the time to ask for help i suppose..

How do i fix this:

grrrrr

Here is the skin i am useing:

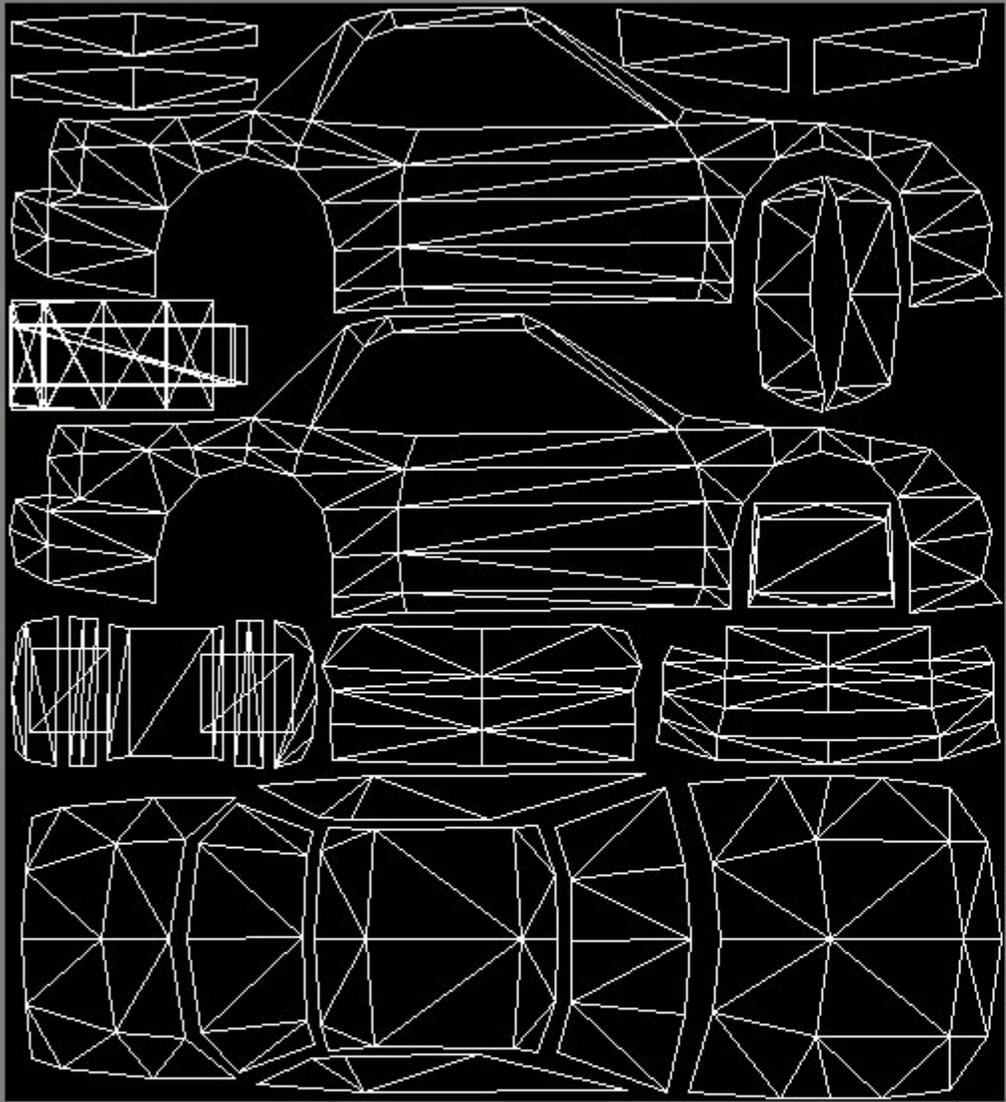(Ignore the black filled right bottem corner)

File Attachments
1) grrrrr.jpg, downloaded 679 times

Stockcar.max - RenX - W3D Modeler Edition

File ... ustomize MAXScript Help

Edit UVWs

File Edit Select Tools Mapping Options Display View

Render Map (1:1)

RGB Alpha

Edge Distance 36 Select Element

Rot. +90
Rot. -90
Options...

0 / 100

5   10   15   20   25   30   35   40   45   50   55   60   65   7

1 Object Selected   X: -0.218   Y: -0.098   Z: 0.0   Gri

Initial Clust   Select faces   Ad

start   Jasc Paint Shop Pro - ...   Stockcar.max - RenX ...   3ds max 8- highlight -...

2) Skin.jpg, downloaded 667 times