
Subject: Re: [TUT] Mapping Tutorial Series
Posted by [Blazea58](#) on Fri, 13 Jan 2012 01:13:33 GMT
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Problem is that you just read a tutorial and followed it, then uploaded your own video of how to do it, without even learning how to use renx yourself lol. Seriously nobody needs to "Learn" how to press M and texture a flat plane. Ontop of that your teaching people how to "Stuff boxes into eachother" which is totally wrong. Maybe you should first learn how to use renx before actually teaching others And Since when did anyone UVW map things before actually seeing how it tiles with a texture displayed, must be too oblivious to realize you need to see the texture first, then decide on its texture scale.

If people were still making maps this way in 2012, i would be shocked that anyone would play them. You need to actually learn how to extrude before assuming you actually know what your doing after looking at a tutorial yourself for 30 minutes.

Took you an hour to place a flat plane, texture it with grass, add buildings, and build crappy walls around the bases. Next time don't read a single tutorial on how to map, before thinking you know all the steps to it yourself.

Sorry i just don't get why you uploaded this, as there is already 20 other tutorials showing how to place a plane or box and texture them
