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Subject: Tutorials by me?

Posted by [PsycoArmy](#) on Fri, 25 Jun 2004 11:48:48 GMT

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Yes texturing is very important part of low poly models. Thats why im not very suited to model characters for mods or anything. The tutorial in on renhelp now. I could do a tutorial on uvw mapping though, but isnt that already done?

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