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:

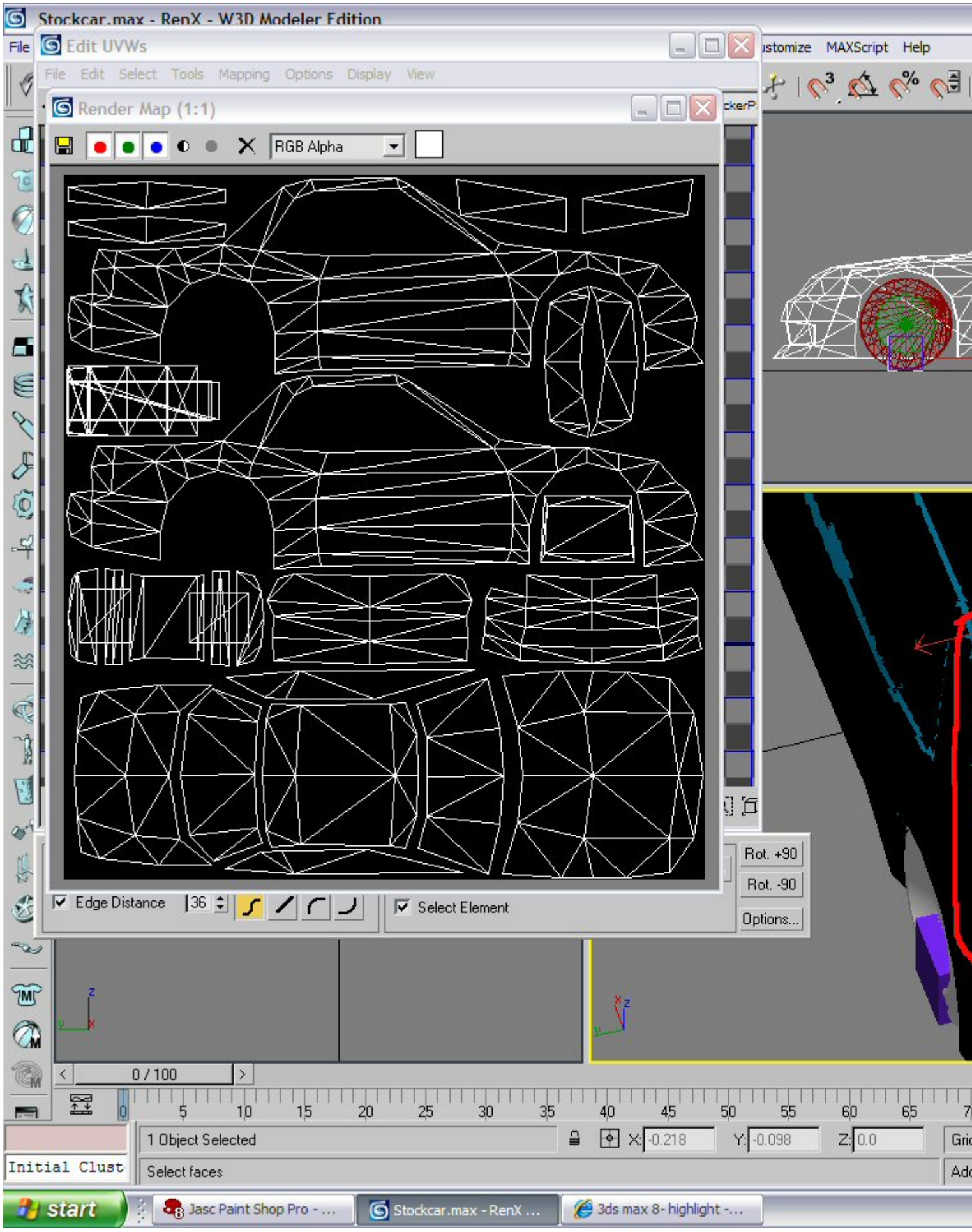
grrrrr

Here is the skin i am useing:

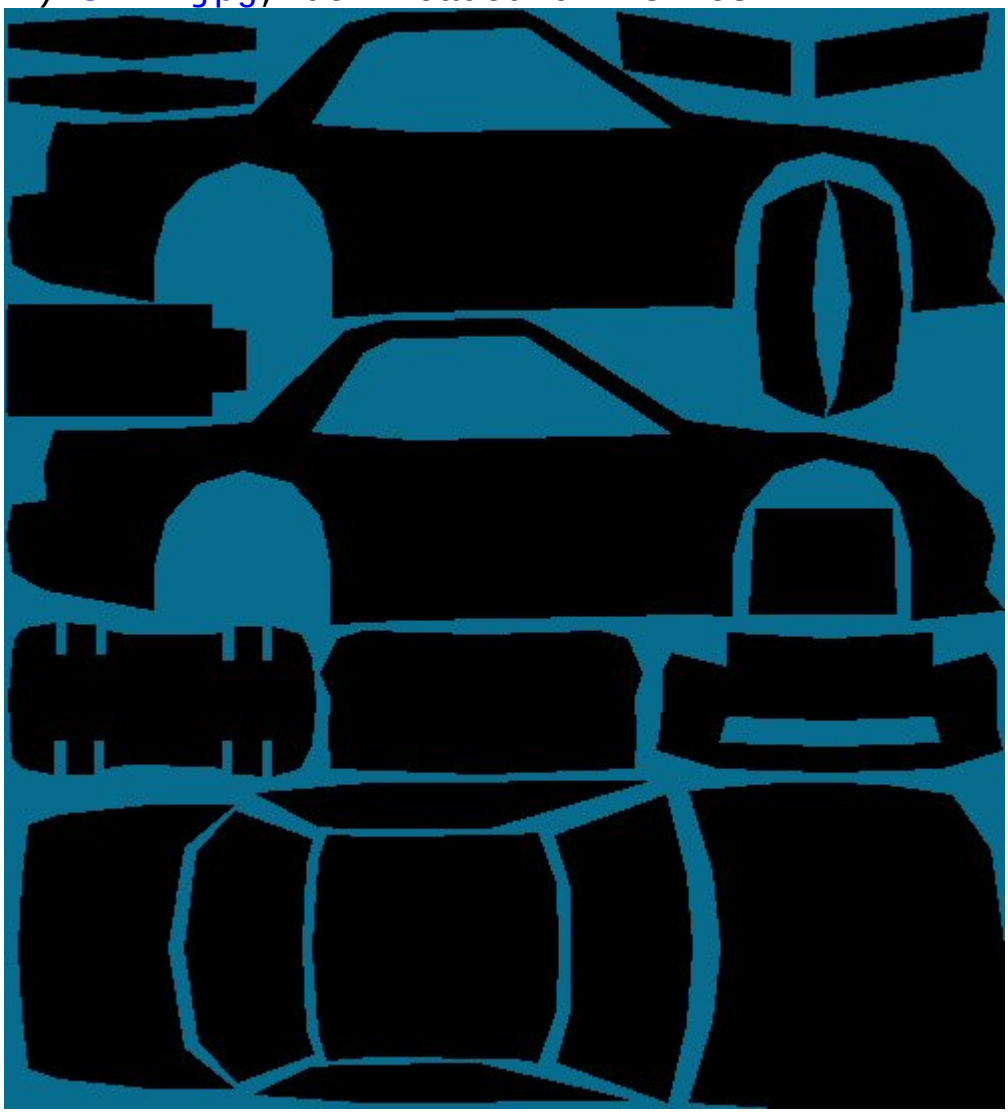
(Ignore the black filled right bottem corner)

File Attachments

1) grrrrr.jpg, downloaded 686 times


Stockcar.max - RenX - W3D Modeler Edition
File
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
1 Object Selected
X: -0.218
Y: -0.098
Z: 0.0
Initial Clust
Select faces
start
Jasc Paint Shop Pro - ...
Stockcar.max - RenX ...
3ds max 8- highlight -...

2) Skin.jpg, downloaded 674 times



Subject: Re: One problem, To the next
Posted by Di3HardNL on Mon, 22 Jun 2009 20:36:20 GMT
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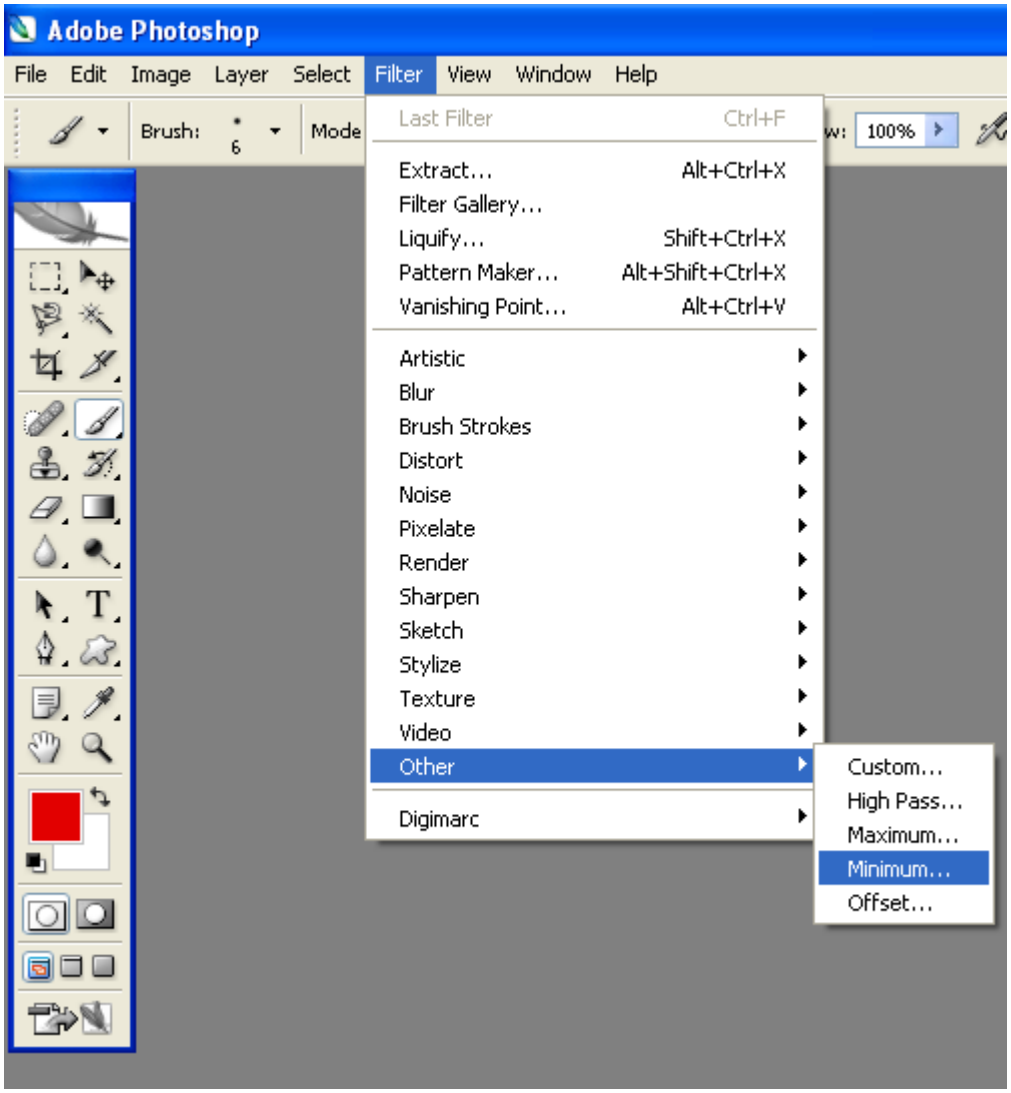
I have an easy solution for that.

If you use photoshop you should select the skin you have. Then go to 'Filter' -> Other -> Minimum...

Radius 2 would do the job

File Attachments

1) Screnshot.PNG, downloaded 309 times


Adobe Photoshop
File Edit Image Layer Select Filter View Window Help
Brush:
Mode
Last Filter Ctrl+F
Extract... Alt+Ctrl+X
Filter Gallery...
Liquify... Shift+Ctrl+X
Pattern Maker... Alt+Shift+Ctrl+X
Vanishing Point... Alt+Ctrl+V
Artistic
Blur
Brush Strokes
Distort
Noise
Pixelate
Render
Sharpen
Sketch
Stylize
Texture
Video
Other
Digimarc
Custom...
High Pass...
Maximum...
Minimum...
Offset...