

# Mapping (and texturing) Characters in GMax

for Ultima 6 Project and to whomever interested  
by Niko Mäkelä on March 5th 2006.

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Sorry, the guide has moved and my hosting site, Sleepyghost, will soon be gone. No worries, you can still find the guide and more articles, tips and tutorials. Take a look.

<http://www.cgmascot.com>

Cgmascot is my new site based around **a learning blog with character and animation focus**. If you are a site owner, forum or other community moderator or other such person offering link(s) to my tutorials, please link to my new site instead. I will no longer allow direct outside links to my files, so link to my site will have to do. Tutorials are found on Files-page.

If I can't tempt you with a free learning blog, then go to Files-page direct with this:

<http://www.cgmascot.com/files/>