
Subject: Two Pass Texture Rotation (Greg Please Read)
Posted by [Anonymous](#) on Tue, 09 Jul 2002 21:53:00 GMT
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I suspect there are many ways to solve your problem. Here is one: Apply a UVW modifier to the polygons that are using the two pass material. Set this modifier to generate UV coords for channel *2* (default is normally 1), then go to your vertex material for your second pass and set it to use UV channel 2. You will now be able to change the UV-mapping of the second pass at will (by manipulating this modifier) without affecting the base pass.greg
