Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!
Posted by Anonymous on Sun, 23 Jun 2002 09:38:00 GMT
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OK, I'm not understanding you fully then. If you have a planar texture on each wall, 1 on a floor, and 1 on a ceiling, then you can rotate them all separately. This will also rotate your textures separately. There may even be a way to do it in material navigator.