Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!
Posted by Anonymous on Sun, 23 Jun 2002 09:01:00 GMT
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Instead of doing the inside of the tunnel as a box uvw map, do each part separately as a planar. And make all the gizmo's the same size so that the textue looks the same. Also, when I did my road, I would line the gizmos up, rotate them with the incline/turn, whatever it is, then I would place the gizmo, just the gizmo at coordinates 0,0,0.