Subject: Re: Moving outward texture
Posted by R315r4z0r on Fri, 25 Jan 2008 15:53:09 GMT
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Dthdealer wrote on Fri, 25 January 2008 00:22It is an animation, of a thing called the Gizmo. On the top-right their should be a panel(the modifier stack). On it there is a row with a light-bulb, a plus (+) sign and then the words UVW Map. Click the little plus sign, and below it should appear the word Gizmo. Click it. Its row will turn light-blue.
Now down to the bottom-right. Click the animate button, and a thing called the trackbar will turn red. At its left, their is a slider, slide it to the end lets just say for now. At the top (toolbar) of Renx there is a tool to the right of the Rotation tool. Select it (resize tool). Now click and drag in the scene. The UVW map you did will get smaller/bigger depending on which way you move your mouse. WHen you are done, click the animate button again. To the right of it there is a play button, press it.
Oh, that makes sense! I didn't know I could create animations with the gizmo.

However, it wouldn't work with what I want to use for it. You see, by doing what you say, that would only create an animation of the texture getting bigger. All I want is the texture to scroll outwards in different directions originating from the center.

I am just going to divide the mesh into quadrants and make each quadrant move in a different direction.