
Subject: Getting a scrolling texture to follow bends.....
Posted by [YSLMuffins](#) on Tue, 05 Aug 2003 04:26:44 GMT
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I'm assuming your mesh has this type of look in the modifier rollout:

UVW Mapping
Editable Mesh

Apply the Edit Mesh modifier, and that way you can select individual faces. Select the face you want to fix, and apply the Unwrap UVW modifier (or another UVW Mapping). Work with the Unwrap modifier and that way you can tweak the flow of the texture.

When you're done with that particular face, apply another Edit Mesh modifier and select another face and repeat the process.

If you do not find the Unwrap UVW modifier intimidating, you could select several faces of your river in the Edit Mesh modifier, but you'll have a lot more to sift through in the Unwrap UVW.

When you're done, your rollout for your river mesh might look like:

Unwrap UVW
Edit Mesh
Unwrap UVW
Edit Mesh
Unwrap UVW
Edit Mesh
UVW Mapping
Editable Mesh

If you think you won't be making any more changes to any the river, try converting the mesh to an editable mesh--that will "compress" all of the modifiers and make them permanent, until you re-apply the modifiers manually.

And drat I think I've forgotten something...oh well.

Oh yeah, as gmax might warn you, the modifiers depend on the order you apply them. Change one of the bottom building blocks you affect the modifier right on top of it. So remember to keep your Edit Mesh modifiers safe and your Unwrap UVW's won't get messed up.

Hope this helps.
