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Subject: Getting a scrolling texture to follow bends.....  
Posted by [OrcaPilot26](#) on Tue, 05 Aug 2003 05:02:52 GMT  
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The Unwrap UV modifier is a powerful tool, to have a scrolling texture go around bends do the following:

1. Apply the Unwrap UV modifier to the mesh.
2. In the modifier rollout go to select face (under Unwrap UV)
3. Select every face in the mesh, then under Sub Object params check the Z box and click Planar Map.
4. Click the edit button, this will open up the edit UVWs window, the dark gray square represents the texture, use the scaling tool to compensate for any distortion.
5. This is the tricky part: You need to align the various vertices in the Edit UVWs window so they form a straight rectangle, scale it so the width of the rectangle is equal to the width of the dark gray box.

If you did it right the texture will be mapped on the mesh in a way that reflects what's in the Edit UVWs window.

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