
Subject: Re: Texture Mapping and Blending
Posted by [The Party](#) on Wed, 20 May 2009 18:11:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

It was one plane but I dettached part of it and made a tib field. So it is two planes.

File Attachments

1) [3ds.PNG](#), downloaded 304 times

