Subject: Texturing Cliffs

Posted by General Havoc on Fri, 15 Aug 2003 19:45:16 GMT

Could anyone help me out with some texturing. I'm not too good in Gmax.

Wireframe:

You can see that it looks pretty bad at the moment. The mesh itself is quite good, it just the texturing. It currently has a Box UVW map and it doesn't work well as some of the parts don't line up. Does anyone know a good way to texture cliffs as I need to texture the ones you see above but better than I did. Any sugestions?

Thanks