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Subject: Re: C&C\_The\_Canyon (Wip infantry map)  
Posted by [Jerad2142](#) on Mon, 03 Oct 2011 01:25:19 GMT  
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Aircraftkiller wrote on Sun, 02 October 2011 19:23 You can set each texture to its own UV channel so that it blends seamlessly on different scales. Look at the cliffs in Fjords - the rock is tiled much larger than the grass or ice is. UV 1 and UV 2 will let you accomplish the same thing.

Would you mind explaining uv channels in more detail, didn't realize they worked that way, how do you make just one of the textures sit under its own channel?

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