
Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by [Aircraftkiller](#) on Thu, 13 Oct 2011 19:44:16 GMT
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You will have to stitch your UV islands together using Unwrap UVW. Turn on "Show vertex connections" in the edit window and weld them together. Use the relax modifier to help keep it from becoming stretched and ugly.
