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Subject: Re: how can i texture my plane properly in renx

Posted by [Titan1x77](#) on Fri, 21 Mar 2003 09:03:25 GMT

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Sir PhoenixxMake a plane with several segments, go into sub-object mode and select those polygons (or individual faces) that you'd like to have a different texture than the rest of the plane, apply a UVW map modifier, planer mapping, view align and all that. Than apply the UVW unwrap modifier, and you can click edit and move those vertices around if there is any distortion. Go to the top tool bar, scroll all the way over, and click the button with the 3 colored circles, go to file system on the left, and find your texture, than drag and drop it onto the select faces on the object. Than do this for each selection of faces.

Can i alpha blend on sub-objects?

And can i alphablend a 3rd layer or 4th?

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