Subject: Renegade Alert Construction Yard
Posted by phlakaton on Wed, 19 May 2004 20:45:10 GMT

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AircraftkillerI was thinking of using something other than Scale for a detail map argument... Something I could modify on the texture map itself so that the texture edges can be accented and still leave the tiling base texture alone.

Do you use unwrap uv for these types of models? You can make a texture map with a few section of material... ones that span the length or height of the map... roll that over for your tiles... but you can have a nice flawed and busted edge alone each section of metal or concrete... if this doesnt make sense I guess I could drop a sample here. Hehe.