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Subject: texturing map thingy  
Posted by [Fleetatks](#) on Sat, 16 Jul 2005 22:50:16 GMT  
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in ur dummiest downed step by step answer tell me how to change my planes into textured planes (i.e make cliffs look like cliffs, ground look like sand)

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Subject: Re: texturing map thingy  
Posted by [flyingfox](#) on Sun, 17 Jul 2005 02:12:45 GMT  
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Subject: Re: texturing map thingy  
Posted by [danpaul88](#) on Sun, 17 Jul 2005 10:33:44 GMT  
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Ok, well if you have downloaded the textures zip file (get it from <ftp://ftp.westwood.com/pub/renegade/tools/> if you have not got it) then click the mesh you want to texture and click M.

When the material navigator opens go to Pass 1 and select the third tab (textures). Tick the box saying Stage 0 Texture, and click the box saying none. Browse to the material you want to apply, click on it and click open.

The click display and the bottom button (assign material to selection) on the right.

Your mesh will probably now be either all white or have a distorted texture on it. Keep your mesh selected and go to the top menu and click on Modifiers -> UV Coordinates -> UVW Map.

The right hand window will now show a UVW Mapping above editable mesh. Select it and set its properties to box with width, length and height between 4 to 8 (depending on what looks good and the size of the map, remember the lower you set it the more it repeats)

Hope this helps u get started with basic texturing, there are more advanced techniques but its best to get a grasp on the basics first.

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