
Subject: Putting more than one texture on something
Posted by [Sn1per74*](#) on Fri, 21 Jul 2006 02:07:16 GMT
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I modeled a nice little outpost thing- but the floor, walls, and exterior are all one part. How do I texture each part individually? Someone said vertex paint, but I don't know how to use that or where that is.

Subject: Re: Putting more than one texture on something
Posted by [PaRaDoX](#) on Fri, 21 Jul 2006 02:38:21 GMT
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Use detach to spit it into diffent parts then texture each peace

Subject: Re: Putting more than one texture on something
Posted by [Sn1per74*](#) on Fri, 21 Jul 2006 02:42:51 GMT
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I'm new to Gmax so- wheres detach to split? And if there is anything difficult along the way i might need some more help

Subject: Re: Putting more than one texture on something
Posted by [Zion](#) on Fri, 21 Jul 2006 15:33:25 GMT
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Give the model the "Edit Mesh" modifier and click the "Detach" button and select the part you want to detach. Then give the detached part a respectable name like Tower Floor or GT_flr etc etc.

Subject: Re: Putting more than one texture on something
Posted by [Sn1per74*](#) on Fri, 21 Jul 2006 15:39:41 GMT
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I selected the object and right clicked then clicked detach but nothing happened.

Subject: Re: Putting more than one texture on something
Posted by [bigwig992](#) on Fri, 21 Jul 2006 16:31:38 GMT
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Apply the editable mesh modifier, click on polygon tool (the filled in red triangle) than click on the

floor that you want to have a different texture. It should highlight in red or you'll see it red in wireframe mode. Right click on it and click detach. Now click on the red triangle again, and try clicking on your floor, it should be a separate object now.

Subject: Re: Putting more than one texture on something

Posted by [Sn1per74*](#) on Fri, 21 Jul 2006 17:34:19 GMT

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It didn't work- I want to put more than one texture on ONE object. Nothing happened again.

Subject: Re: Putting more than one texture on something

Posted by [YSLMuffins](#) on Fri, 21 Jul 2006 18:14:12 GMT

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That entire model can't be one face. Instead of right clicking, try selecting the parts you want to detach with the edit(able) mesh modifier and hit the Detach button on the right pane. A box to name it should appear.

Subject: Re: Putting more than one texture on something

Posted by [Sn1per74*](#) on Fri, 21 Jul 2006 18:28:35 GMT

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Heres a picture of what im doing.

[http://www.renegade-help.com/upload/users/Sn1per74/Outpost.b mp](http://www.renegade-help.com/upload/users/Sn1per74/Outpost.bmp)

Now I want the inside of the cylinder to have a different texture than the outside.

Subject: Re: Putting more than one texture on something

Posted by [Sn1per74*](#) on Fri, 21 Jul 2006 21:00:31 GMT

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When you guys are talking about selecting the part I want to datach, Im guessing you mean the polygons or pixels? Because I don't know how to do that.

Subject: Re: Putting more than one texture on something

Posted by [danpaul88](#) on Fri, 21 Jul 2006 21:04:18 GMT

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EDIT;

Go to the stack list, and click the + next to editable mesh. Click polygons. Now put it into

wireframe mode (makes it easier to see what you have selected), and make sure you have the pointer tool selected from the top menu.

Now hold CTRL and click all the squares that make up the inside of your outpost. I suggest you also tick the Ignore Backfacing box under where you selected Polygons, and also hide any other objects before you begin. Makes it a bit easier to select the right parts.

Now, once you have all the inside selected, right click on it and choose detach, and give it a name (EG outpost_indr).

Subject: Re: Putting more than one texture on something

Posted by [Sn1per74*](#) on Fri, 21 Jul 2006 21:41:20 GMT

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How do you convert to wireframe mod- sorry, I must be getting annoying .

Subject: Re: Putting more than one texture on something

Posted by [Zion](#) on Fri, 21 Jul 2006 21:42:58 GMT

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Right click the name of the veiwport and chose "wireframe" or the one i prefer: "edged faces" (i think, or something similar).

Subject: Re: Putting more than one texture on something

Posted by [Sn1per74*](#) on Fri, 21 Jul 2006 21:45:43 GMT

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Whats viewport? Sorry I feel horrible being so stupid.

Subject: Re: Putting more than one texture on something

Posted by [Zion](#) on Fri, 21 Jul 2006 21:51:11 GMT

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It's no problem at all.

You know the window were you work, they are called viewports, their respective names are in the top-left of the viewport.

Subject: Re: Putting more than one texture on something

Posted by [danpaul88](#) on Fri, 21 Jul 2006 21:57:04 GMT

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or just press F3....

Subject: Re: Putting more than one texture on something

Posted by [Sn1per74*](#) on Fri, 21 Jul 2006 21:58:34 GMT

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OKAY I wanted to change the floor first so I detached that. IT comes out good but when I texture it it turns the whole cylinder that texture! What am I doing wrong?

Subject: Re: Putting more than one texture on something

Posted by [danpaul88](#) on Fri, 21 Jul 2006 22:01:17 GMT

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You have to create a new material, not edit the existing one.

When you press M, hold your mouse over the buttons on the side until the little hover description comes up, and find the one for New Renegade Material. Then do your texture settings on that, select your detached floor and hit Apply to Selected button (again hover over them to see which is which if you dont know)

Subject: Re: Putting more than one texture on something

Posted by [Sn1per74*](#) on Fri, 21 Jul 2006 22:03:49 GMT

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THANKS GUYS!! You helped out alot- thanks for being patient with me too
