
Subject: Moving outward texture

Posted by [R315r4z0r](#) on Thu, 24 Jan 2008 01:13:42 GMT

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How do I texture a mesh so that the texture moves from the center outwards to the edge?

Like this:

The movement starts in the center, and moves outwards to the edge.

Subject: Re: Moving outward texture

Posted by [u6795](#) on Thu, 24 Jan 2008 01:24:00 GMT

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Would you be making it in an animated form?

If so, as far as I know you'd have to draw every single individual frame of the desired image. I think whatever comes next has to do with scripting, but I don't really know.

Blazea58 made an animation on Rp2, so I'm speaking from what I know of seeing that in XCC mixer.

Subject: Re: Moving outward texture

Posted by [R315r4z0r](#) on Thu, 24 Jan 2008 01:28:21 GMT

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No, it isn't an animation. I am trying to get the same basic effect of having a scrolling texture (used on things like rivers and stuff) However I want to do it in a small pond with the water flowing from the middle outward.

Subject: Re: Moving outward texture

Posted by [Veyrdite](#) on Fri, 25 Jan 2008 05:22:32 GMT

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It is an animation, of a thing called the Gizmo. On the top-right there should be a panel(the modifier stack). On it there is a row with a light-bulb, a plus (+) sign and then the words UVW Map. Click the little plus sign, and below it should appear the word Gizmo. Click it. Its row will turn light-blue. Now down to the bottom-right. Click the animate button, and a thing called the trackbar will turn red. At its left, there is a slider, slide it to the end lets just say for now. At the top (toolbar) of Renx there is a tool to the right of the Rotation tool. Select it (resize tool). Now click and drag in the scene. The UVW map you did will get smaller/bigger depending on which way you move your mouse. When you are done, click the animate button again. To the right of it there is a play button, press it.

Subject: Re: Moving outward texture

Posted by [Slave](#) on Fri, 25 Jan 2008 14:50:22 GMT

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Very well possible with scrollong textures and a sphere uvw map. When I have a moment I will create a sample gmax.

Subject: Re: Moving outward texture

Posted by [R315r4z0r](#) on Fri, 25 Jan 2008 15:53:09 GMT

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Dthdealer wrote on Fri, 25 January 2008 00:22It is an animation, of a thing called the Gizmo. On the top-right their should be a panel(the modifier stack). On it there is a row with a light-bulb, a plus (+) sign and then the words UVW Map. Click the little plus sign, and below it should appear the word Gizmo. Click it. Its row will turn light-blue.

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Oh, that makes sense! I didn't know I could create animations with the gizmo.

However, it wouldn't work with what I want to use for it. You see, by doing what you say, that would only create an animation of the texture getting bigger. All I want is the texture to scroll outwards in different directions originating from the center.

I am just going to divide the mesh into quadrants and make each quadrant move in a different direction.

Subject: Re: Moving outward texture

Posted by [Slave](#) on Fri, 25 Jan 2008 21:34:03 GMT

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When you're done ignoring what I said, tell me if this is what you mean.

File Attachments

- 1) [ocean.tga](#), downloaded 144 times
- 2) [filename.W3D](#), downloaded 126 times

Subject: Re: Moving outward texture

Posted by [R315r4z0r](#) on Sat, 26 Jan 2008 04:25:15 GMT

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Yes, that is exactly the effect that I want. How did you do that?

Subject: Re: Moving outward texture
Posted by [crazfulla](#) on Tue, 29 Jan 2008 15:43:59 GMT
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you know how to make a texture scroll in one direction?

I would assume the same way just map it in a circle

Subject: Re: Moving outward texture
Posted by [Slave](#) on Tue, 29 Jan 2008 16:56:18 GMT
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I forgot about this topic. Here's the gmax.

File Attachments

1) [filename.gmax](#), downloaded 130 times

Subject: Re: Moving outward texture
Posted by [Jerad2142](#) on Tue, 29 Jan 2008 18:27:34 GMT
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// Settings for a circle
ROTATE
Description:
Rotates a texture map counterclockwise about a specified center then scales the texture
Params:
Speed=(float) 0.1f; In Hertz. 1 = 1 rotate per second
UCenter=(float) 0.0f;
VCenter=(float) 0.0f;
UScale=(float) 1.0;
VScale=(float) 1.0;

// Settings for a line
LINEAR_OFFSET
Description:
Makes the texture scroll at the speed specified
Params:
UPerSec=(float) 0.0;
VPerSec=(float) 0.0;
UScale=(float) 1.0;
VScale=(float) 1.0;

```
// Figure 8 type deal
SINE_LINEAR_OFFSET
Description:
Moves the texture map in the shape of a Lissajous figure.
Params:
UAmp=(float) 1.0f;
UFreq=(float) 1.0f;
UPhase=(float) 0.0f;
VAmp=(float) 1.0f;
VFreq=(float) 1.0f;
VPhase=(float) 0.0f;
```

```
// Stair type effect
STEP_LINEAR_OFFSET
Description:
Similar to Linear Offset but moves stuff around in discrete steps
Params:
UStep=(float) 0.0f;
VStep=(float) 0.0f;
SPS=(float) 0.0f; Steps per second
```

```
// Ummm... Ziggy?
ZIGZAG_LINEAR_OFFSET
Description:
Similar to Linear Offset but reverses direction periodically.
Params:
UPerSec=(float) 0.0f;
VPerSec=(float) 0.0f;
Period=(float) 0.0f; Time it takes to make a zigzag in seconds
```

```
// Well if you notice the last few I bet you can guess this one
RANDOM
Description: Randomly rotates and translates a texture with linear offset
FPS=(float) 0.0f; Frames per second
UPerSec=(float) 0.0;
VPerSec=(float) 0.0;
```
