Subject: Road texturing question.

Posted by YazooGang on Fri, 03 Jul 2009 22:39:41 GMT

View Forum Message <> Reply to Message

Hey, i'm modding C&C City and first i need to retexture the w3d in 3ds max. So i started doing that and i got stuck.

While i was texturing the road, i has to turn the texture. So, i didnt know how to because i'm not a texturer or anything like that.

Here is a pic of the situation.

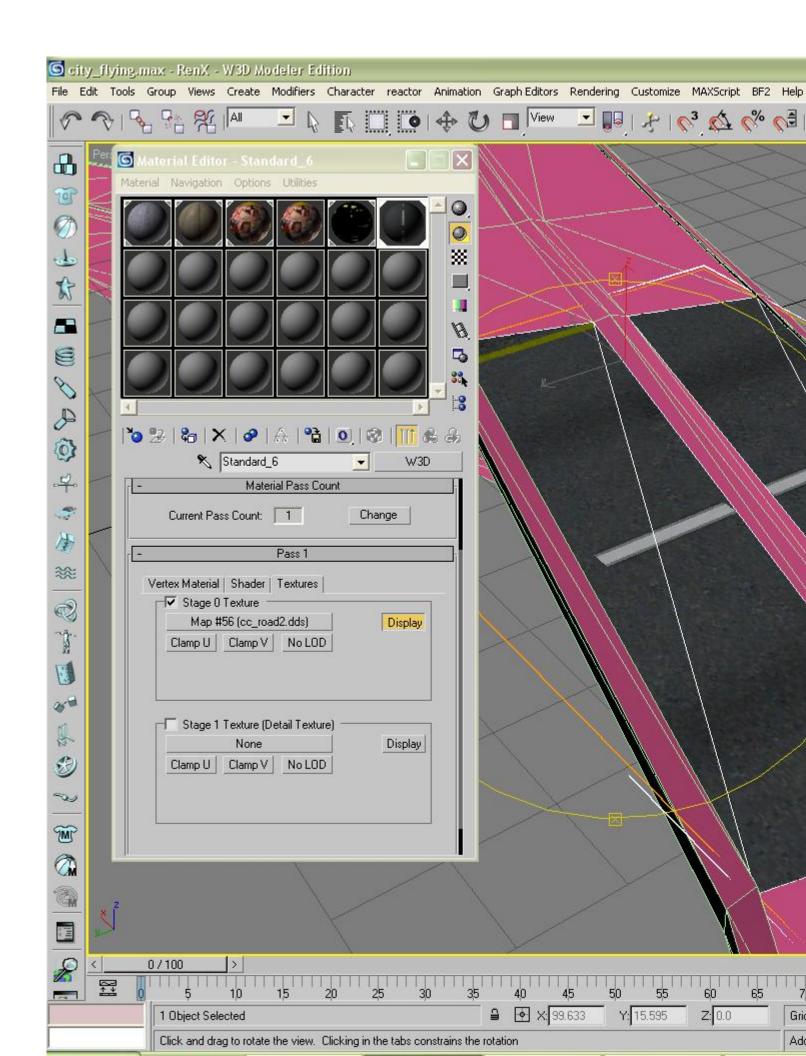
sorry, screen resolution

File Attachments

1) roadtexturesucks.JPG, downloaded 464 times

Page 1 of 3 ---- Generated from

Command and Conquer: Renegade Official Forums



Subject: Re: Road texturing question.

Posted by JsxKeule on Fri, 03 Jul 2009 22:41:06 GMT

View Forum Message <> Reply to Message

you must UVW map the texture

you make that when you click gizmo while select the texture then you can play around with it

Subject: Re: Road texturing question.

Posted by YazooGang on Sat, 04 Jul 2009 00:13:22 GMT

View Forum Message <> Reply to Message

Awesome thanks. 1 questions, you a modeler? or just good with 3ds max tools?

Subject: Re: Road texturing question.

Posted by Xena on Sat, 04 Jul 2009 08:02:06 GMT

View Forum Message <> Reply to Message

YazooGang wrote on Fri, 03 July 2009 19:13Awesome thanks. 1 questions, you a modeler? or just good with 3ds max tools?

yes he is. he's a starter i think though

he aint even close to how good di3hardnl is lol

Subject: Re: Road texturing question.

Posted by JsxKeule on Sat, 04 Jul 2009 08:51:48 GMT

View Forum Message <> Reply to Message

yes like boxxy said

Subject: Re: Road texturing question.

Posted by Reaver11 on Sat, 04 Jul 2009 09:27:33 GMT

View Forum Message <> Reply to Message

Well the good thing is that there is another dude trying real hard next to Diehard. Since different people will get different ideas. (Dont get me wrong I like diehards stuff)

Subject: Re: Road texturing question.

Posted by YazooGang on Sat, 04 Jul 2009 14:46:38 GMT

View Forum Message <> Reply to Message

Ferkhat taught me some basics and i started off there. I'm not good as him but i can model a little bit.