
Subject: Road texturing question.

Posted by [YazooGang](#) on Fri, 03 Jul 2009 22:39:41 GMT

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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 674 times



Material Editor - Standard_6

Material Navigation Options Utilities

The Material Editor window features a 4x6 grid of material preview spheres. The top row shows different material types, while the rest are dark grey. To the right of the grid are icons for material properties like color, texture, and shading. Below the grid is a toolbar with icons for material operations. A dropdown menu shows 'Standard_6' and 'W3D'.

Material Pass Count

Current Pass Count:

Pass 1

Vertex Material | Shader | Textures

Stage 0 Texture

Map #56 (cc_road2.dds)

Stage 1 Texture (Detail Texture)

None



Subject: Re: Road texturing question.

Posted by [JsxKeule](#) on Fri, 03 Jul 2009 22:41:06 GMT

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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

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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

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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

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yes like boxy said

Subject: Re: Road texturing question.

Posted by [Reaver11](#) on Sat, 04 Jul 2009 09:27:33 GMT

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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

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