
Subject: Some Texture Questions....

Posted by [Laser2150](#) on Mon, 11 Aug 2003 17:08:07 GMT

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Hey everyone.

I was wondering if any of you know how to make one Texture appear, then another, then do a sort of loop.

Like: 1->2->1->2 ?

if it is impossiable let me know.

Subject: Some Texture Questions....

Posted by [Jaspah](#) on Mon, 11 Aug 2003 17:21:54 GMT

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You mean Animation?

I thought I heard someone say that was impossible.

Subject: Some Texture Questions....

Posted by [maytridy](#) on Mon, 11 Aug 2003 17:50:14 GMT

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You could make a skin with all the textures and make the skin scroll.....just a thought.

Subject: Some Texture Questions....

Posted by [Laser2150](#) on Mon, 11 Aug 2003 17:53:35 GMT

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How would i do that may

Subject: Some Texture Questions....

Posted by [CNCWarpath](#) on Mon, 11 Aug 2003 20:34:09 GMT

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This can take a long time to get right but, you make a sort of Animation script (image) and then apply the texture in RenX, in Material Editor, Choose "Grid" (in the dropdown menu) and it will move to certain parts of the image, you might have to tweak it a little to get right.

Subject: Some Texture Questions....

Posted by [Dante](#) on Mon, 11 Aug 2003 21:24:19 GMT

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2x2 image (meaning you have 4 images in the same texture) then check out the tutorials in RenX (w3d how to) on how to animate them properly.

Subject: Some Texture Questions....

Posted by [maytridy](#) on Mon, 11 Aug 2003 21:26:51 GMT

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Quote:How would i do that may

Just put all the textures side by side in one skin. (Do it in Photoshop) Then apply the texture to the object. Look in RenHelp on how to make scrolling textures.

I'm not quite sure what you want, but it may suit your desire.

Subject: Some Texture Questions....

Posted by [Laser2150](#) on Mon, 11 Aug 2003 22:59:20 GMT

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thanks guys i got it working!
