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Subject: Texturing Cliffs

Posted by [General Havoc](#) on Fri, 15 Aug 2003 19:45:16 GMT

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Could anyone help me out with some texturing. I'm not too good in Gmax.

Wireframe:

You can see that it looks pretty bad at the moment. The mesh itself is quite good, it just the texturing. It currently has a Box UVW map and it doesn't work well as some of the parts don't line up. Does anyone know a good way to texture cliffs as I need to texture the ones you see above but better than I did. Any suggestions?

Thanks

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Subject: Texturing Cliffs

Posted by [Infinint](#) on Fri, 15 Aug 2003 19:53:07 GMT

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what usealy do is use cilinder and make the wiith and lengh the same and rise the V tile. that uselay works for me but its not good on some cliffs

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Posted by [Aircraftkiller](#) on Fri, 15 Aug 2003 19:57:44 GMT

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Use the box setting, make sure the length and width is nearly the same number, or else it gets stretched out like that.

If more problems happen with the faces not wrapping properly, use the rotate tool and rotate the gizmo around on the X or Y axis - it usually helps out.

If that fails, use a different type of UVW.

If THAT fails, UVW Unwrap the fucker.

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Posted by [Laser2150](#) on Fri, 15 Aug 2003 20:04:20 GMT

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IF ALL OF THE ABOVE FAIL:

Try Detaching the cliff side, that might stop the proplem

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If that also bothers you:

Do more detaching until your happy.

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Posted by [General Havoc](#) on Fri, 15 Aug 2003 20:12:10 GMT

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Thanks for the help. The cylindrical UVW map set to a similar size to the inner cliffs seems to look okay but it depends how it looks in Level Edit. I may hide some of the dodgy non-tiling bits with an alphablend - which I was going to add anyway. Other than that I may have to UVW unwrap it which I don't exactly feel like doing, even a simple bunker object confused me when I did UVW unwrap on it but I'll see.

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Subject: Texturing Cliffs

Posted by [General Havoc](#) on Fri, 15 Aug 2003 20:19:59 GMT

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I think it looks okay. With a bit of alphablending it will hide the repetative tiling a little and it should look half decent. Here are some screenshots of how it looks with the cylindrical map:

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