
Subject: Texture help

Posted by [CnCsoldier08](#) on Thu, 22 Jan 2004 02:47:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok, there are two things I need help with.

1. I do not have the texture Water_reflect.tga. if you have it can you please post it or send it to nathan9990@aol.com.

2. when i make a road, how would i make it turny when i texture it, cause when i do it the road terrain is turny but not hte texture, how would i make it stay with the terrain?

Subject: Texture help

Posted by [Deafwasp](#) on Thu, 22 Jan 2004 02:53:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

To make the texture follow the road, convert the road mesh to a editable mesh, then select the face or polygons where you want it to be angled as if in a turn, apply UVW map, then in the righthand sidbar menu there is a listing that says "UVW Mapping" with a little box with a plus sign in it, expand that and you will see a option called "Gizmo", when you have that selected you can move and rotate the textures position on the mesh. That is how it is done around these parts.

Subject: Texture help

Posted by [IRON FART](#) on Thu, 22 Jan 2004 02:59:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Add this to the FAQ page on renhelp someone.

Subject: Texture help

Posted by [laeubi](#) on Thu, 22 Jan 2004 14:20:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

IRON-FARTAdd this to the FAQ page on renhelp someone.

<http://renhelp.co.uk/?faq=72#72>

Subject: Texture help

Posted by [Deafwasp](#) on Thu, 22 Jan 2004 20:40:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Neat

Subject: Texture help

Posted by [CnCsoldier08](#) on Thu, 22 Jan 2004 22:43:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

can you email me some pics or post them here...i don t understand

Subject: Texture help

Posted by [Deafwasp](#) on Fri, 23 Jan 2004 01:35:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

What part are you lost on?

Subject: Texture help

Posted by [CnCsoldier08](#) on Fri, 23 Jan 2004 01:48:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

well i tried it and it got all woerd and blotted...

do i texture and UVW the whole thing are parts(selected polygons) at a time?
