Posted by Anonymous on Fri, 20 Dec 2002 04:31:00 GMT
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I have a 6 sided plane, I have a fan texture on it, and I want it to rotate slowly. So far all I can get it to do is the whole texture rotates at one of the corners. so the whole image just scrolls across it with the pivot point on that one corner.how can i get what i want done without making a animation (which i dunno how to do.) ???