
Subject: How is it possible to assign multiple textures to one mesh w

Posted by [Anonymous](#) on Tue, 25 Jun 2002 00:44:00 GMT

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[TW]J_R_Pereira said..."greg mentioned something about using meshselect and putting a uvw map on the mesh select and just stacking a bunch of those, and collapsing the mesh when you're done"Zem replies:That is not for multiple texturing, that is for multiple alignment of the same texture, on the same mesh.Now of course, if you read what i said above and did it, afterwards, you can apply this process to align your textures perfectly, on each face, without ever detaching.Here i go again....-----When your mesh is textured, (i'll take an example of a tunnel, cause i'm sure that's waht you guys are working on...) you'll want to align the textures and make the whole thing look great.... This is how, using UVW mapping, unwrap UVW, and Mesh select.- When aligning textures to fit, it is a long process, so you'll have to be patient and meticulous. The work is done face by face. That's why it can take a while...-Ok, select ONE face to start off. Apply UVW mapping and check the "face" box. This will adjust you texture to fit perfectly on the face... To move to the next face, apply a Mesh Select, select a new face and repeat the process until done. Afterwards, you'll "collapse" your modifier stack to return to a simple editable mesh.Note: the texture may NOT be aligned right, your texture might be rotated 90 degrees in the wrong direction. Here's how to fix that:-When you're textures appears on the wrong direction, leave the UVW map on face, then you'll have to apply an unwrap UVW and go on the EDIT button.-A window will open. On the top right corner, there will be a drop down map# box. Since you probably have several textures, you'll have to find the one that that you're working on now. -When you have it, still inside that window, drag select all the edges of the textures, take the rotate tool and rotate it 90 degrees CW or CCW. You'll notice the selected face on your map has rotated, yet still retaining it's "face" properties in UVW.-Keep going like that... and collapse.The results for this are pretty darn good, even perfect, if done well, you can easily obtain WW quality texturing, especially in tunnels.Zem [June 24, 2002, 12:49: Message edited by: zemekis]
