

---

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

Posted by [Anonymous](#) on Mon, 24 Jun 2002 11:31:00 GMT

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

---

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

---