
Subject: How is it possible to assign multiple textures to one mesh w
Posted by [Anonymous](#) on Mon, 24 Jun 2002 10:00:00 GMT

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I tried to find Greg's instructions for this but I can't seem to find them, and so far I've only been able to change the UV Mapping on different areas of the same mesh (ie, making the texture in one area larger than another area). I can't seem to change the texture of one area of the mesh without changing the whole thing. :-\
