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Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!

Posted by [Anonymous](#) on Sun, 23 Jun 2002 10:15:00 GMT

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Hey steggyd! Since this does interest you, i finally found my answer!(i hope you still understand what i was looking for... "Stretching", or "pulling" a texture downward, not rotating) This is what you do: 1-Select a face that is inclined 2-Apply UVW Mapping 3-Set to face (now the texture may, or may not be in the right direction) (this is where my problem was) but ignore it for now. 4-Apply Unwrap UVW 5-Go in Edit. Window will open. In window: 6-Find your texture map#, on the top right of that window (if you have several textures on same object). 7-When you have it, select all sides by dragging. 8-Rotate 90 degrees CW or CCW. 9-In the main window you'll notice you texture rotate, yet keeping the face parameters. There you go! Now you have a texture being PULLED downward, not ROTATED. It looks A HELL LOT BETTER!

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