Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!
Posted by Anonymous on Sun, 23 Jun 2002 08:39:00 GMT
View Forum Message <> Reply to Message

I've been going on and on about texturing walls in my tunnels and i got a new question.I've been working on the textures on my walls in my tunnel. If i had an incline going down for example, i'd set my face to box in UVW mapping, then modify the angle with the gizmo, using rotate. Works out good, but i'm a picky guy... What happens with this techique is that the texture is ROTATED, but not deformed...How can i explain...Let's say the texture i'm applying has a vertical design pattern on it. If i want the texture to align with my floor, i'll rotate it to follow the floor. But then, the vertical patern is rotated also, making the wall look weird.I noticed in the WW maps, in their tunnels, the textures align to the floor in inclines, but they also stay perfectly vertical at the same time (understand?) It's like they "scew" or distort the pattern, and it looks great.Now i've tried a lot of things, i've tried lots of settings in UVW mapping, playing around with UVW tiles, the closest i've got to a result is setting it to face, but the textures is rotated 90 degrees in the wrong direction, but nothing will flip it... it's all in vain.You guys understand what i'm trying to say? [June 23, 2002, 10:17: Message edited by: zemekis]