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Subject: Textures: A Series of Questions

Posted by [SuperMidget](#) on Mon, 28 Feb 2005 14:49:57 GMT

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Outlined in red in the above picture is a very popular cliff texture. I would like to better understand what it is exactly.

What is the texture called? I'm thinking that it is the default 'Rock' texture but I don't know how to assign JUST the rock texture with no Pass's to a area.

Also, the sand texture in the above picture. I don't have it, is it just the default 'sand' texture?

Again, how do I assign it with no pass's?

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