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Subject: I need some help/info

Posted by [maytridy](#) on Wed, 28 May 2003 00:15:42 GMT

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Quote:Go into the material editor. Go to the pass that you want to be larger\smaller\whatever, hit the vertex material tab.

At the very bottom is a spinner called UV, defaulted to 1. That's the first UVW channel. Change that to UV = 2.

Now, with the mesh still selected, apply a new UVWMap modifier to the mesh and change the UV to 2. Muck around with the settings as usual, and you have your textures blended as smoothly as possible. You'll notice I do this on every map I've released for like the past six months.

Thanks for the info, good to know.

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