Subject: Re: Blending different UVW dimensions
Posted by Captkurt on Mon, 23 Jun 2003 03:23:42 GMT

Titan1x77If i want to blend a grass texture with a mountain texture..Is there anyway i Can have the uvw's of the grass10x10 and the mountian 30x30 still?

If I understand you correctly. Yes, but you have to convert to editible mesh. And then try it. but Im not sure if I understand really what your asking either.