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Subject: Re: Moving outward texture

Posted by [Veyrdite](#) on Fri, 25 Jan 2008 05:22:32 GMT

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It is an animation, of a thing called the Gizmo. On the top-right there should be a panel(the modifier stack). On it there is a row with a light-bulb, a plus (+) sign and then the words UVW Map. Click the little plus sign, and below it should appear the word Gizmo. Click it. Its row will turn light-blue. Now down to the bottom-right. Click the animate button, and a thing called the trackbar will turn red. At its left, there is a slider, slide it to the end lets just say for now. At the top (toolbar) of Renx there is a tool to the right of the Rotation tool. Select it (resize tool). Now click and drag in the scene. The UVW map you did will get smaller/bigger depending on which way you move your mouse. When you are done, click the animate button again. To the right of it there is a play button, press it.

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