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Subject: Unwrap UVW Modifier

Posted by [Sanada78](#) on Wed, 23 Jul 2003 22:34:17 GMT

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I'm re-texturing some buildings I imported from the single player levels that I might use in a map. Since the W3D importer loses all the texture information I have to start from scratch. I'm viewing the buildings with the W3D viewer to what textures go where. I'm using the "UVW Map" and

"Unwrap UVW" modifier. I found that this modifier could alter the scale, position of the texture on polygons with ID's or all of them. I'm new the "Edit UVWs" screen and don't know how to rotate the UVW's without having to do it manually which may make it look uneven.

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