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Subject: Bending uvw maps?

Posted by [Slave](#) on Sun, 24 Aug 2008 12:07:21 GMT

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The above is a basic sketch of a small river. What I want is a flowing texture that follows the shape of the river.

So how does one bend textures in different shapes. C&C\_City sort of has it too, with the road texture curved like a big 8.

### File Attachments

1) [rvr.png](#), downloaded 479 times

