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 851 times