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Subject: Re: Bending uvw maps?

Posted by [Blazea58](#) on Tue, 26 Aug 2008 08:42:41 GMT

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You could try uvw mapping it by face, and turn your mesh to editable poly so it only uses each square area as a face. I am not sure though cause i dont have my Pc atm to check.

I do know one way by also starting with a long skinny mesh and adding many segs to it. You texture and uvw map it first, then start pulling segs around in equal amounts. As well you can texture it face by face, using the gizmo in the pull down menu for uvw mapping.

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