Subject: Getting a scrolling texture to follow bends........
Posted by YSLMuffins on Tue, 05 Aug 2003 02:54:04 GMT

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You have two options:

A) The simpler, but usually unsatisfactory, option is to use the FACE UVW mapping.

B) Continually apply Edit Mesh modifiers and manually edit the UVW coordinates of the faces that are problematic.