## Subject: Texturing Cliffs
Posted by Aircraftkiller on Fri, 15 Aug 2003 19:57:44 GMT

Use the box setting, make sure the length and width is nearly the same number, or else it gets stretched out like that.

If more problems happen with the faces not wrapping properly, use the rotate tool and rotate the gizmo around on the X or Y axis - it usually helps out.

If that fails, use a different type of UVW.

If THAT fails, UVW Unwrap the fucker.