Subject: Re: how can i texture my plane properly in renx
Posted by Sir Phoenixx on Mon, 17 Mar 2003 01:08:19 GMT

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Titan1x77i need advice on how to add multi textures(about 4) on a single plain
Make a plane with several segments, go into sub-object mode and select those polygons (or
individual faces) that you'd like to have a different texture than the rest of the plane, apply a UVW
map modifier, planer mapping, view align and all that. Than apply the UVW unwrap modifier, and
you can click edit and move those vertices around if there is any distortion. Go to the top tool bar,
scroll all the way over, and click the button with the 3 colored circles, go to file system on the left,
and find your texture, than drag and drop it onto the select faces on the object. Than do this for
each selection of faces.

Titan1x77and can i veiw the color all i see is just the black in renx
It shows transparent areas (alpha channels) as black.