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Subject: Boxes with 6 textures

Posted by [Sir Phoenixx](#) on Sun, 02 May 2004 13:51:24 GMT

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Looks like you didn't UVW map it corectly...

Select the box, apply the "Reset XForm" modifier. Go into polygon sub-object mode, select the top polygon, number it 1, click "UVW Map", make sure the top viewport is active (assuming you have the box aligned to the scene), scroll down and click "View Align", then go back up, copy and paste either the length, or the width value (which ever is larger) into the other one so they're the same.

Do this to each side, except give each one a different number (so you can select each part and arrange them in the UVW mapping easily), and use the correct viewport to align them to.

After all sides are done, get out of sub-object, make sure only the object is selected, click "Unwrap UVW", than "Edit". Click the drop down box at the bottom that says "All IDs", and select "1", move this polygon to the side, than select "2", move this one next to it, etc. until they're all arranged... Then move them to the center of the square, enlarge them so that they take up the entire square with as little room between each polygon as possible (or as little as you want), and you're done.

Now you can either take a screenshot of this window maximized, and paint on this image in photoshop, or find a program like texporter (which is for 3dsmax) that you can install in gmax to render the UVW mapping to be painted on. Than you just apply this image back onto the model, and it is now textured.

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