
Subject: Boxes with 6 textures

Posted by [Sir Phoenixx](#) on Sun, 02 May 2004 23:07:27 GMT

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He's trying to put a texture on the box, but the problem is that when he puts the texture on it looks like it has a different texture on the sides...

Quote:I made a box in gma, and assigned a texture to it.
He assigned a texture to it...

Quote:it has that texture, on the top of the box,
The top of the box looks ok...

Quote:but on every other face, there is a different texture. as i rotate around it, the texture changes... it's really wierd. does anyone know how to fix this?
The problem is that there seems to be a different texture on each side.

This is caused by not UVW mapping it correctly, looks like he just applied UVW mapping to the object itself, instead of to each side. (I'm pretty sure the texture won't even appear on the model if UVW Map wasn't applied to it first, it would be white/gray, or at least it doesn't in 3dsmax...)
