
Subject: Boxes with 6 textures

Posted by [Tidu](#) on Sat, 01 May 2004 17:57:29 GMT

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I made a box in gma, and assigned a texture to it. it has that texture, on the top of the box, but on every other face, there is a different texture. as i roate around it, the texture changes... it's really wierd. does anyone know how to fix this?

Subject: Boxes with 6 textures

Posted by [Sir Phoenixx](#) on Sat, 01 May 2004 18:05:47 GMT

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A screenshot would be great.

Subject: Boxes with 6 textures

Posted by [Cebt](#) on Sat, 01 May 2004 19:16:07 GMT

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does the texture really change or does it just move? if it just moves then you should right click on the viewport name and click Texture Correction

Subject: Boxes with 6 textures

Posted by [htmlgod](#) on Sat, 01 May 2004 19:31:50 GMT

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Sounds like someone needs to teach this guy how to uvw unwrap or map.

Subject: Boxes with 6 textures

Posted by [TnTANDY](#) on Sun, 02 May 2004 01:20:27 GMT

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are you sure it isn't reflactions from light or something? :rolleyes:

Subject: Boxes with 6 textures

Posted by [Spice](#) on Sun, 02 May 2004 05:31:00 GMT

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Select your mesh

Right click

Select "Convert to editable mesh"

Select the modifier Drop down and select "Uvwmap"
Mess around with your new options

Thought

Subject: Boxes with 6 textures
Posted by [Tidu](#) on Sun, 02 May 2004 12:22:47 GMT
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I've tried UV mapping before this, and it just changes the form of every texture, as each side were a plane by itself. Here is something i made with the 4 sides of my box

Basically the problem is that every side of my box has a different texture, even though I only assigned one texture.

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 correctly...

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.

Subject: Boxes with 6 textures

Posted by [IRON FART](#) on Sun, 02 May 2004 17:38:41 GMT

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Quote:

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

Looks like he didn't UVW map at all.

There aren't 6 textures on the box. Just the one that you assigned. The reason it looks wierd is because the texture is wrapped around the whole box and because not all the sides are equal, it looks stretched on some sides.

Subject: Boxes with 6 textures

Posted by [htmlgod](#) on Sun, 02 May 2004 20:17:34 GMT

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Ok here's how you need to do this:

Start by detaching each of the 6 faces, because they must be separate for each to have a different texture. Right click on the box > convert to > editable mesh. Then on the modifiers list, the second button from the right on the right side bar. It looks like a blueish arc. Under the "Modifier List" you will see "Editable Mesh." There is a + in a box to the left of the words. Click the [+]. You will see a little pulldown menu. Select "Face", it is the 3rd item from the bottom. With Face selected, click on one of the 6 sides of the box. The face of the box will be selected. Now under Edit Geometry, which is down beneath the modifiers list (you may have to click the [+] to see the options underneath Edit Geometry), select Detach. Hit Ok in the dialogue box that pops up. Rotate the box however necessary, and detach every single face until they are all separate. Note: Be sure to select all the objects in the scene when you rotate the box, otherwise you may only rotate some faces, as the detached ones will not travel with the rest of the box unless they are also toggled.

Once all the faces are separate, you will go through and give each one a unique texture. Select a single face, open the materials editor (the black and white checkerboard near the top right of your GMAX window). With your single face selected, click the Arrow on the checkered box. This icon appears near the top right of the Material Editor, a few inches beneath Kane's face in the picture. Now apply this face's texture as you would normally. Now you go backt the modifiers list under the blue arc. Next ot the words "Modifier List," click the black arrow pointing downwards, this will pull down a list of all the possible modifiers. Scroll down to "Unwrap UVW," under UVW Coordinate Modifiers. Click the [+] Next to "Unwrap UVW" in the modifiers box, toggle "Select Face," and select the face of your box which you are texturing. Then hit the button that says "Planar Map." That should be it. Post again if it doens't work how it ought to. Repeat all of those steps for each face, going through detaching each one, Resetting the material (arrow on checkered box in materials editor), applying the texture, and making a Planar Map of the UVW unwrap.

Subject: Boxes with 6 textures

Posted by [Sir Phoenixx](#) on Sun, 02 May 2004 20:32:56 GMT

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Htmlgod, he said he's trying to put only one texture on the box, but it makes it look like there are different textures on each side.

Subject: Boxes with 6 textures

Posted by [htmlgod](#) on Sun, 02 May 2004 22:39:28 GMT

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I don't understand.... Put a single texture on a box, and make it look like there are different ones? Ambience?

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 assinged 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 roate 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...)

Subject: Boxes with 6 textures

Posted by [IRON FART](#) on Sun, 02 May 2004 23:39:51 GMT

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Tidu, can we get a picture of the texture you used?
