Subject: Meshes Not fiiting together smoothly
Posted by CnCsoldier08 on Wed, 12 May 2004 02:36:10 GMT
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All of the outside edges of each mesh on my map are clearly visible. How can I fix this?

Screen:

Subject: Meshes Not fiiting together smoothly
Posted by YSLMuffins on Wed, 12 May 2004 02:57:16 GMT
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Since it doesn't look like a lighting problem (although it might become one later on), apply the same UVW map to all meshes and make use of different UV channels.

Subject: Meshes Not fiiting together smoothly
Posted by Spice on Wed, 12 May 2004 03:12:15 GMT
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Some ways to fix that can be the Lighting but its not as a see. Lokos liek your just using natural , anyways you might want to attach them together and weld the vertices (if there already not) Or not make the bend so steep. Try to make it more smooth.

Subject: Meshes Not fiiting together smoothly
Posted by Oblivion165 on Wed, 12 May 2004 03:22:35 GMT
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i think Ex means something like this, which was my first thought when i saw that pic.

Subject: Meshes Not fiiting together smoothly
Posted by Spice on Wed, 12 May 2004 03:36:28 GMT
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Exactly   If you only have 2 sets of length Vertices Just level it up more ot make a new mesh and attach it.

/me Tries to wh00 tweek to give me his gmax version of the map *wh00's*

Subject: Meshes Not fiiting together smoothly
Posted by icedog90 on Wed, 12 May 2004 05:45:33 GMT
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I've come across this problem before... All I've done was apply the same UVW map to the detatched mesh, and it's worked for me. Which, seems like something you didn't do, since in your picture the texture does not actually match up right next to the one on the other mesh.

I assume we are creating similar levels...

Subject: Meshes Not fiiting together smoothly
Posted by CnCsoldier08 on Wed, 12 May 2004 19:53:43 GMT
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What do you mean same UVW map, like, apply one to the whole thing? Or just have the length and width the same?

Subject: Meshes Not fiiting together smoothly
Posted by deadaim00 on Wed, 12 May 2004 20:02:35 GMT
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K, on Commando, go to lighting> computer vertex solve. Should fix er right up.

Subject: Meshes Not fiiting together smoothly
Posted by icedog90 on Wed, 12 May 2004 22:23:01 GMT
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CnCsoldier08What do you mean same UVW map, like, apply one to the whole thing? Or just have the length and width the same?

Same length and Width.

Deadaim, it's not a lighting problem. Look closer, the textures don't match up.

Subject: Meshes Not fiiting together smoothly
Posted by htmlgod on Wed, 12 May 2004 23:17:25 GMT
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To map two objects together, select both objects, make sure they have the same texture (materials editor) and then, with both selected, go to UVW Map in the modifiers list, and enther

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there your mapping parameters, that should help.

Subject: Meshes Not fiiting together smoothly
Posted by Blazea58 on Thu, 13 May 2004 01:26:18 GMT
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I know exactly what is causing that to happen, as ive had alot of experience with this kind of thing..   What you want to do here, is For all the areas on that map , which are connected to eachother...

Have the same pass 2 material for the blending, and it will simply go away..

That is being caused cause you blended the same pass 1 material into another.. The problem is that it wont line up the textures how they should be.

IF you use the same pass 2, then you will see all the textures seamless, you wont be able to see that line seperating them.

Try that and see if it works, im sure it will as that was the major prob i was having with blending.