
Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!

Posted by [Anonymous](#) on Sun, 23 Jun 2002 08:39:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've been going on and on about texturing walls in my tunnels and i got a new question.I've been working on the textures on my walls in my tunnel. If i had an incline going down for example, i'd set my face to box in UVW mapping, then modify the angle with the gizmo, using rotate. Works out good, but i'm a picky guy... What happens with this techique is that the texture is ROTATED, but not deformed...How can i explain...Let's say the texture i'm applying has a vertical design pattern on it. If i want the texture to align with my floor, i'll rotate it to follow the floor. But then, the vertical patern is rotated also, making the wall look weird.I noticed in the WW maps, in their tunnels, the textures align to the floor in inclines, but they also stay perfectly vertical at the same time (understand?) It's like they "scew" or distort the pattern, and it looks great.Now i've tried a lot of things, i've tried lots of settings in UVW mapping, playing around with UVW tiles, the closest i've got to a result is setting it to face, but the textures is rotated 90 degrees in the wrong direction, but nothing will flip it... it's all in vain.You guys understand what i'm trying to say? [June 23, 2002, 10:17: Message edited by: zemekis]

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!

Posted by [Anonymous](#) on Sun, 23 Jun 2002 08:44:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

kindamaybe its just the texture your using.

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!

Posted by [Anonymous](#) on Sun, 23 Jun 2002 08:45:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Did you try to rotate you gizmo again, like 180 degrees to flip your mapping? If you understand what I'm saying.

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!

Posted by [Anonymous](#) on Sun, 23 Jun 2002 08:53:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah i have, but you see, all it does is rotate the entire texture, and that's not what i want.What i want, is to "pull" my texture downward in an incline, not rotate it. Like if you could just grab an edge of the texture, and drag it down. That way you're actually NOT rotating it (hence keeping verical designs vertical), you just distorting it.Understand?There has to be a way, cause that's how the textures are done in WW tunnels...

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!

Posted by [Anonymous](#) on Sun, 23 Jun 2002 08:54:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oh, I see what you are saying now

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!

Posted by [Anonymous](#) on Sun, 23 Jun 2002 08:55:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well, when i'm on "face" in UVW mapping, it doesn't allow me to do anything to it. Gizmo does not affect the texture.

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!

Posted by [Anonymous](#) on Sun, 23 Jun 2002 08:55:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

The only thing I can think of is doing the walls separately as planar.

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!

Posted by [Anonymous](#) on Sun, 23 Jun 2002 08:56:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Good! Hmmm now maybe you can help? Anyways i'm gonna do some net-reserch on the thing. I'll keep you posted.

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!

Posted by [Anonymous](#) on Sun, 23 Jun 2002 08:57:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

? elaborate ?

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!

Posted by [Anonymous](#) on Sun, 23 Jun 2002 09:01:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Instead of doing the inside of the tunnel as a box uvw map, do each part separately as a planar. And make all the gizmo's the same size so that the textue looks the same. Also, when I did my road, I would line the gizmos up, rotate them with the incline/turn, whatever it is, then I would place the gizmo, just the gizmo at coordinates 0,0,0.

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!

Posted by [Anonymous](#) on Sun, 23 Jun 2002 09:04:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

and if you wanna leave the wall as a vertical pattern, then don't rotate that gizmo to the slant, just make sure the planar gizmo goes vertically though, or it will stretch your texture out.

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!

Posted by [Anonymous](#) on Sun, 23 Jun 2002 09:06:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

The reason I put the gizmos at 0,0,0 is so that the textures all line up. I use 0,0,0 because it is an easy number to remember.

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!

Posted by [Anonymous](#) on Sun, 23 Jun 2002 09:24:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I appreciate the help, but I'm not sure i understand everything you're saying, but this is the thing; i can't try out what you're saying really, cause my tunnels are built already, and i won't start them over... There IS a way to do this though... and it has something top do with the "face" in UVW mapping. This function actually does very well what i'm trying to accomplish, it follows slopes yet keeps textures vertical, but the texture appears 90 degrees rotated (texture is gd flor2)Now i've tried going into gizmo and rotate it, but, but under "face", the gizmo does not do anything.Is there a way, under "face", to force a 90 degree rotation of the texture?Cause gizmo won't...

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!

Posted by [Anonymous](#) on Sun, 23 Jun 2002 09:29:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

No, face is pretty much a generic setting, unless someone else knows how to do taht with face. I would love to know myself. You do not have to rebuild your tunnels, you could assign uvw maps to the separate polygons, as you did with the tunnel segments themselves, or detach the separate pieces. Like go into polygon selection, and select a wall. Detach it or whatever you choose. Then assign a planar UVW map to it.

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!

Posted by [Anonymous](#) on Sun, 23 Jun 2002 09:34:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Planar doesn't cut it, if i put in on planar, it works in the same fashion as a box, it will rotate the entire texture. What i want is scewing... As i said, face does that, but it's the wrong

direction...There is a possibility... I could always go in photoshop and save a new version of the texture, with the canvas rotated 90 degrees. That way it'll fit automatically. (It won't have the choice!!!)If all else fails, i'll do that, but i'm still positive there is a way to that kind of transformation in gmax...

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!
Posted by [Anonymous](#) on Sun, 23 Jun 2002 09:36:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

As for selecting different polygons, i tried, doesn't do it how i want it...

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!
Posted by [Anonymous](#) on Sun, 23 Jun 2002 09:38:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

OK, I'm not understanding you fully then. If you have a planar texture on each wall, 1 on a floor, and 1 on a ceiling, then you can rotate them all separately. This will also rotate your textures separately. There may even be a way to do it in material navigator.

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!
Posted by [Anonymous](#) on Sun, 23 Jun 2002 10:15:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey steggyd!Since this does interest you, i finally found my answer!(i hope you still understand what i was looking for... "Stretching", or "pulling" a texture downward, not rotating)This is what you do:1-Select a face that is inclined2-Apply UVW Mapping3-Set to face (now the texture may, or may not be in the right direction) (this is where my problem was) but ignore it for now.4-Apply Unwrap UVW5-Go in Edit. Window will open.In window:6-Find your texture map#, on the top right of that window (if you have several textures on same object).7-When you have it, select all sides by dragging.8-Rotate 90 degrees CW or CCW.9-In the main window you'll notice you texture rotate, yet keeping the face parameters.There you go! Now you have a texture being PULLED downward, not ROTATED.It looks A HELL LOT BETTER!

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!
Posted by [Anonymous](#) on Sun, 23 Jun 2002 10:27:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oh man i'm trippin!! The level of quality and precision of this technique is amazing! Plus it's so easy! You don't even have to rotate anything by hand, it does it for you!!!Alignment is flawless! Steggyd you gotta try it.

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!
Posted by [Anonymous](#) on Sun, 23 Jun 2002 10:40:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

OK, I'll have a look at it.

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!
Posted by [Anonymous](#) on Tue, 25 Jun 2002 05:34:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

read and heed

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!
Posted by [Anonymous](#) on Tue, 25 Jun 2002 06:07:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you have some type of paintshop or photoshop program; or other, you might try doing a rotate, of the image, resave and see if that helps. good luck.

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!
Posted by [Anonymous](#) on Tue, 25 Jun 2002 08:25:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

read above man, i did find my solution, no need for reshaping or rotating textures in Photoshop. Gmax can do it.

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!
Posted by [Anonymous](#) on Wed, 26 Jun 2002 05:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good Morning Mr Bond -- this is good stuff

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!
Posted by [Anonymous](#) on Wed, 26 Jun 2002 08:19:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

eh?

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!

Posted by [Anonymous](#) on Wed, 26 Jun 2002 08:23:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

ahhh - you dont know creative ways of kicking stuff to the top?good info that it is.

Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!

Posted by [Anonymous](#) on Fri, 01 Nov 2002 11:47:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

trip -- this for the new mappers
