Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Mon, 24 Jun 2002 10:00:00 GMT
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I tried to find Greg's instructions for this but I can't seem to find them, and so far I've only been able to change the UV Mapping on different areas of the same mesh (ie, making the texture in one area larger than another area). I can't seem to change the texture of one area of the mesh without changing the whole thing. :-\

Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Mon, 24 Jun 2002 10:11:00 GMT
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I thought he said you could do that by selecting a certain polygon, and assigning to just that. I know in 3DSMax, that you can assign material id #'s to separate polygons. Look in that direction maybe.

Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Mon, 24 Jun 2002 10:15:00 GMT
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Muffin-woman, get on AIM, would ya? I can probably help better on there than I can in a forum.

Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Mon, 24 Jun 2002 10:16:00 GMT
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Ok, I tried that the first time, but for some reason it applies the texture to the entire thing, not just the selected face. And if I try to change the texture settings for another face the texture for the entire mesh changes.

Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Mon, 24 Jun 2002 10:24:00 GMT
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OK, it will let me assign a material id to certain polygons, but in Ren-x, I do not know how to assign material to just that id. I can do it in 3DSMax. If you get it, please post for the rest of us.

Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Mon, 24 Jun 2002 11:08:00 GMT

Well, I think you must detach if you want to assign multiple textures. Maybe Greg was talking about 1 texture. :-\

Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Mon, 24 Jun 2002 11:25:00 GMT

Yeah - i think your right...

Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Mon, 24 Jun 2002 11:31:00 GMT

greg mentioned something about using meshselect and putting a uvw map on the mesh select and just stacking a bunch of those, and collapsing the mesh when you're done

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Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Mon, 24 Jun 2002 11:34:00 GMT

Yeah, too bad. In 3DSMax, they have a multi/sub-object material. You can make a material id for each polygon, and assign it's own material in the multi/sub-object. This would be nice to have in g-max.

Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Mon, 24 Jun 2002 11:40:00 GMT

Justin, that's what I did but still no luck. Oh well, I'll just detach.

Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Mon, 24 Jun 2002 11:42:00 GMT

steggy as far as i know they still do, but I dont know how to work it

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Subject: How is it possible to assign multiple textures to one mesh w

Posted by [Anonymous](#) on Mon, 24 Jun 2002 13:05:00 GMT
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Thanks for the info ---!

Subject: How is it possible to assign multiple textures to one mesh w
Posted by [Anonymous](#) on Mon, 24 Jun 2002 13:12:00 GMT
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The way I do it without detatching:Select the polygons you want to specifically texture, then go to the material editor. Create a new material. Assign the textures you want. Then assign UVW Mapping and edit how you want. Next, convert it to editable mesh (again). This'll get rid of that UVW Map while still keeping it's effects. Select the new polygons you want, create new materials for them, UVW Map, convert to mesh, etc, etc...

Subject: How is it possible to assign multiple textures to one mesh w
Posted by [Anonymous](#) on Mon, 24 Jun 2002 13:32:00 GMT
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Nevermind! HEY THAT WORKS!!! *kiss* [June 24, 2002, 13:36: Message edited by: YSLMuffins]

Subject: How is it possible to assign multiple textures to one mesh w
Posted by [Anonymous](#) on Mon, 24 Jun 2002 13:36:00 GMT
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YSLMuffins -try this link-http://pages.infinit.net/laurigna/tutorial/TEXTURE.htmmaybe that will help?

Subject: How is it possible to assign multiple textures to one mesh w
Posted by [Anonymous](#) on Mon, 24 Jun 2002 13:37:00 GMT
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Muffin, you'd be better off with my technique (no offence Tax), because it allows you to texture something complex that is already built. (like a tree, or a tunnel or a bunker)And i've also had the same problem when i tried it your way, the mesh becomes white again, like it refuses to recognize the textures. But Tax, when you do it that way, does the Renegade material editor create subs for the textured mesh? [June 24, 2002, 13:38: Message edited by: zemekis]

Subject: How is it possible to assign multiple textures to one mesh w

Posted by Anonymous on Mon, 24 Jun 2002 13:40:00 GMT
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YSLMuffins: "Nevermind! HEY THAT WORKS!!! *kiss*"It does, doesn't it??

Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Mon, 24 Jun 2002 13:43:00 GMT
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Taximes' method was exactly what I wanted to do.

Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Mon, 24 Jun 2002 13:49:00 GMT
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Hmmmm... okay.But i stll want to know if it creates subs.

Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Tue, 25 Jun 2002 00:08:00 GMT
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It is in Renx? I'll have to find it, cause it does not work like in 3dsmax

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Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Tue, 25 Jun 2002 00:19:00 GMT
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Hey peeps stop that right now!You CAN assign several textures to one mesh, it's real simple too.-First have you mesh ready, untextured. Select the faces you want to have textured in one particular texture-Go on the ---> Gmax material navitgator and select file system.-Find the textures you want, and DRAG it onto the selected faces. You can do this with up to 6 texures, just select the faces, and drag, it's real simple. You should see them as you put them on.-Don't put more than 6 textures on your mesh (renegade material editor won't take more...)-When you're done, close the navigator and select the entire mesh.-Go in the Renegade Material Editor, and click on "get renegade material", and you'll get the textures on you mesh, divided into "subs". From what i can tell there can only be 6 maximum of them. -Assign properties for each and

Select mesh, UVW again and so on.So basically, this allows you to have fully textured meshes, with nearly NO DETACHES involved.DETACHING is what i used to do all the time, but never again in such ways, it's a messy process.Zem

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Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Tue, 25 Jun 2002 00:32:00 GMT
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OK, so now he answers. I just tried this, and that is it. It is a little different than I am used to, but yes, same idea. Thanks

Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Tue, 25 Jun 2002 00:44:00 GMT
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[TW]J_R_Pereira said..."greg mentioned something about using meshselect and putting a uvw map on the mesh select and just stacking a bunch of those, and collapsing the mesh when you're done"Zem replies:That is not for multiple texturing, that is for multiple alignment of the same texture, on the same mesh.Now of course, if you read what i said above and did it, afterwards, you can apply this process to align your textures perfectly, on each face, without ever detaching.Here i go again....--------------------------------When your mesh is textured, (i'll take an example of a tunnel, cause i'm sure that's waht you guys are working on...) you'll want to align the textures and make the whole thing look great.... This is how, using UVW mapping, unwrap UVW, and Mesh select.- When aligning textures to fit, it is a long process, so you'll have to be patient and meticulous. The work is done face by face. That's why it can take a while...-Ok, select ONE face to start off. Apply UVW mapping and check the "face" box. This will adjust you texture to fit perfectly on the face... To move to the next face, apply a Mesh Select, select a new face and repeat the process until done. Afterwards, you'll "collapse" your modifier stack to return to a simple editable mesh.Note: the texture may NOT be aligned right, your texture might be rotated 90 degrees in the wrong direction. Here's how to fix that:-When you're textures appears on the wrong direction, leave the UVW map on face, then you'll have to apply an unwrap UVW and go on the EDIT button.-A window will open. On the top right corner, there will be a drop down map# box. Since you probably have several textures, you'll have to find the one that that you're working on now. -When you have it, still inside that window, drag select all the edges of the textures, take the rotate tool and rotate it 90 degrees CW or CCW. You'll notice the selected face on your map has rotated, yet still retaining it's "face" properties in UVW.-Keep going like that... and collapse.The results for this are pretty darn good, even perfect, if done well, you can easily obtain WW quality texturing, especially in tunnels.Zem [June 24, 2002, 12:49: Message edited by: zemekis]

Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Tue, 25 Jun 2002 00:48:00 GMT
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BTW, you do not only have to use materials from the file system. I was just thinking, what if I had a material assigned somewhere else in the scene, can I use that too? Yes, you can browse and select materials from your scene. Then I just tried to assign a 2 pass alpha blend to one section of faces... Bad results, it tells me that all the materials on that mesh will need the same number of passes. Oh well, cannot blame a guy for trying.

Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Tue, 25 Jun 2002 00:51:00 GMT
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heheh tried that too.I guess it makes sense for the program. You'll just have to detach those with alphas.But it sure beats detaching 150 times doesn't it?

Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Tue, 25 Jun 2002 00:55:00 GMT
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Oh, I guess I kinda like detaching by now.   It has become part of my life. My woman tells me that if I spend one more minute on this computer, that she is gonna detach herself from me. JK

Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Tue, 25 Jun 2002 00:56:00 GMT
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lol

Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Tue, 25 Jun 2002 05:22:00 GMT
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El Bumpo - good info....

Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Fri, 01 Nov 2002 11:51:00 GMT
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slap around this info

Subject: How is it possible to assign multiple textures to one mesh w
Posted by Anonymous on Sat, 02 Nov 2002 01:22:00 GMT
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quote:Originally posted by zemekis:Hey peeps stop that right now!You CAN assign several textures to one mesh, it's real simple too.-First have you mesh ready, untextured. Select the faces you want to have textured in one particular texture-Go on the ---> Gmax material navitgator and select file system.-Find the textures you want, and DRAG it onto the selected faces. You can do this with up to 6 texures, just select the faces, and drag, it's real simple. You should see them as

you put them on.-Don't put more than 6 textures on your mesh (renegade material editor won't take more...)-When you're done, close the navigator and select the entire mesh.-Go in the Renegade Material Editor, and click on "get renegade material", and you'll get the textures on you mesh, divided into "subs". From what i can tell there can only be 6 maximum of them. -Assign

on selected faces only, Select mesh, UVW again and so on.So basically, this allows you to have fully textured meshes, with nearly NO DETACHES involved.DETACHING is what i used to do all the time, but never again in such ways, it's a messy process.ZemThank you! A BIG thank you to you!   Wohooo! *Dances happily off into the horizon*