
Subject: Your opinion on textures?

Posted by [SuperMidget](#) on Thu, 03 Mar 2005 13:01:58 GMT

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

When do you apply textures to your project?

I ask because this could give me some insight on how maps are done the fastest with best results

So...

Verrrry last thing

I place them throughout the project timeline

As I go (eg plane is made > editble mesh > edit shape > texture)

Subject: Your opinion on textures?

Posted by [PsycoArmy](#) on Thu, 03 Mar 2005 15:32:07 GMT

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

Well once 100% of modelling is done you should texture with the right mapping setting for stuff.

I'm not sure if i have answered what you wanna know though.

Subject: Your opinion on textures?

Posted by [Naamloos](#) on Thu, 03 Mar 2005 16:43:43 GMT

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

At the end. If you texture before you are done some tools don't work right and such.

Subject: Your opinion on textures?

Posted by [SuperMidget](#) on Thu, 03 Mar 2005 18:58:59 GMT

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

Yeah I agree, I make sure almost everything is separate (at least on indoor/2 floor maps), then texture because imo, its easier to access everything (cuz I don't label my shapes)

Subject: Your opinion on textures?

Posted by [Burn](#) on Thu, 03 Mar 2005 22:09:30 GMT

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

I usually make my whole map model, merge the buildings in with my map, then hide the buildings and texture the map model.

Well, that's how I use to do it. Now my buildings and map model are separate.

Subject: Your opinion on textures?
Posted by [Naamloos](#) on Thu, 03 Mar 2005 22:26:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

I first merge the buildings so it's easier to see the size of everything.

Subject: Your opinion on textures?
Posted by [Aircraftkiller](#) on Fri, 04 Mar 2005 00:34:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

I did everything as I went along. Don't listen to these fools - placing textures in your geometry will NOT affect anything at all. It's a good way to visualize what you're making and get the texture work out of the way while you finish off your level.

Subject: Your opinion on textures?
Posted by [SuperMidget](#) on Fri, 04 Mar 2005 16:57:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hm.. I guess you're right ACK, but when I texture everything, its choppy when I rotate views lol. Shit boh comp kinda.

Subject: Your opinion on textures?
Posted by [Slash0x](#) on Fri, 04 Mar 2005 18:26:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reborn SucksI did everything as I went along. Don't listen to these fools - placing textures in your geometry will NOT affect anything at all. It's a good way to visualize what you're making and get the texture work out of the way while you finish off your level.
I use this approach as well...but it just causes me to export and play with an unfinished map most of the time until I can get it done, lol.

"W33! 1337 invisible/see-through walls that allow you to jump into the pool of infinite of nothing!"

Subject: Your opinion on textures?
Posted by [Naamloos](#) on Fri, 04 Mar 2005 18:27:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reborn SucksDon't listen to these fools

:rolleyes:

Some things like vertex paint give warnings when you wan't to edit the object. Sometimes it fucks

up the texturing part.
