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Subject: Hm... Gymnasium Floor Markings  
Posted by [SuperMidget](#) on Fri, 04 Mar 2005 18:50:19 GMT  
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I want to add the appropriate gym floor markings (like half line, tip off zone etc) and I'm not quite sure how to do this over top of a gym floor texture (also open to any suggestions as to which one would be good for this) any tips?

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Subject: Hm... Gymnasium Floor Markings  
Posted by [Aircraftkiller](#) on Fri, 04 Mar 2005 18:59:33 GMT  
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Create a second pass in the material, set up the UV coordinates on the second UV channel, take the UV map and place it into a graphics editing program. Paint over it so that it matches the desired blending mode you want to use and apply it in gMax.

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Subject: Hm... Gymnasium Floor Markings  
Posted by [Slash0x](#) on Fri, 04 Mar 2005 19:01:01 GMT  
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Make it a mesh and raise it 0.013 (give or take a little) from the mesh, don't allow any collisions with the floating mesh (which doesn't look like it's floating). That's the easiest way that I know of rather than taking the mesh and making tons of polies to get the lines and applying multiple textures.

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