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Subject: Rotate.

Posted by [Anonymous](#) on Fri, 20 Dec 2002 04:31:00 GMT

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I have a 6 sided plane, I have a fan texture on it, and I want it to rotate slowly. So far all I can get it to do is the whole texture rotates at one of the corners. so the whole image just scrolls across it with the pivot point on that one corner.how can i get what i want done without making a animation (which i dunno how to do.) ???

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Subject: Rotate.

Posted by [Anonymous](#) on Sat, 21 Dec 2002 10:36:00 GMT

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Subject: Rotate.

Posted by [Anonymous](#) on Sat, 21 Dec 2002 16:54:00 GMT

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quote:Originally posted by DeafWasp:how can i get what i want done without making a animation (which i dunno how to do.)You can't.Well, you can, but without animating it would require some other methods...so you can't.

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Subject: Rotate.

Posted by [Anonymous](#) on Sat, 21 Dec 2002 16:59:00 GMT

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well what about this? it has about 6 planes in the mesh, what of i made it so i detached each plane and it still did that? would it look like a fan if the pivot vertice was the one in the middle?

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Subject: Rotate.

Posted by [Anonymous](#) on Sun, 22 Dec 2002 00:29:00 GMT

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im pretty sure if you go into the uvm mapping tool or what ever it called hit the plus sign to scrool it and play around with the location of the gizmo or something like that... just a thought

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