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Subject: is there a way to copy shapes and change the texture?

Posted by [Anonymous](#) on Sat, 25 Jan 2003 00:05:00 GMT

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I'm trying to make a waterfall roll down a hill. In the past i've been making planes and changing the vertex to match the hill but this is really inaccurate and i was wondering if there is any way of copying the polygons that the waterfall will flow down and then change the texture to water. Anybody know how to do this?

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Subject: is there a way to copy shapes and change the texture?

Posted by [Anonymous](#) on Sat, 25 Jan 2003 00:09:00 GMT

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yes -- just merge in your meshes into your file - but use a different name and material name when it pops up asking you...i do this all the time .

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Subject: is there a way to copy shapes and change the texture?

Posted by [Anonymous](#) on Sat, 25 Jan 2003 00:15:00 GMT

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Yep, change the plane to a editable mesh and then press the Explode button with to objects selected under the Edit Geometry Stack, then each polygon should be its own object. If you cannot figure that out, then you can always select a polygon and then click the Detach button under the Edit Geometry Stack and remove each polygon that way. Then select each untextured polygon and give it the texture you want it to have, if you have textured it already click on the Utilities Tab (the one that has the w3d options stack in it) and click on the UVW Remove, then choose Materials, not UVM. Once you have finished texturing everything, just group it because I don't remember offhand how to reattach everything without losing your texturing, perhaps someone else can help? (If you wanna try, go back to the Modify Stack and select one of your polygons, then choose the Attach button under the Edit Geometry Stack and click on each polygon of the waterfall, it will ask you to choose one of three options to attachment in regards to texturing, I can't remember which one to choose though, but I think it is the second one)

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