
Subject: Road texturing question.

Posted by [YazooGang](#) on Fri, 03 Jul 2009 22:39:41 GMT

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Hey, i'm modding C&C City and first i need to retexture the w3d in 3ds max. So i started doing that and i got stuck.

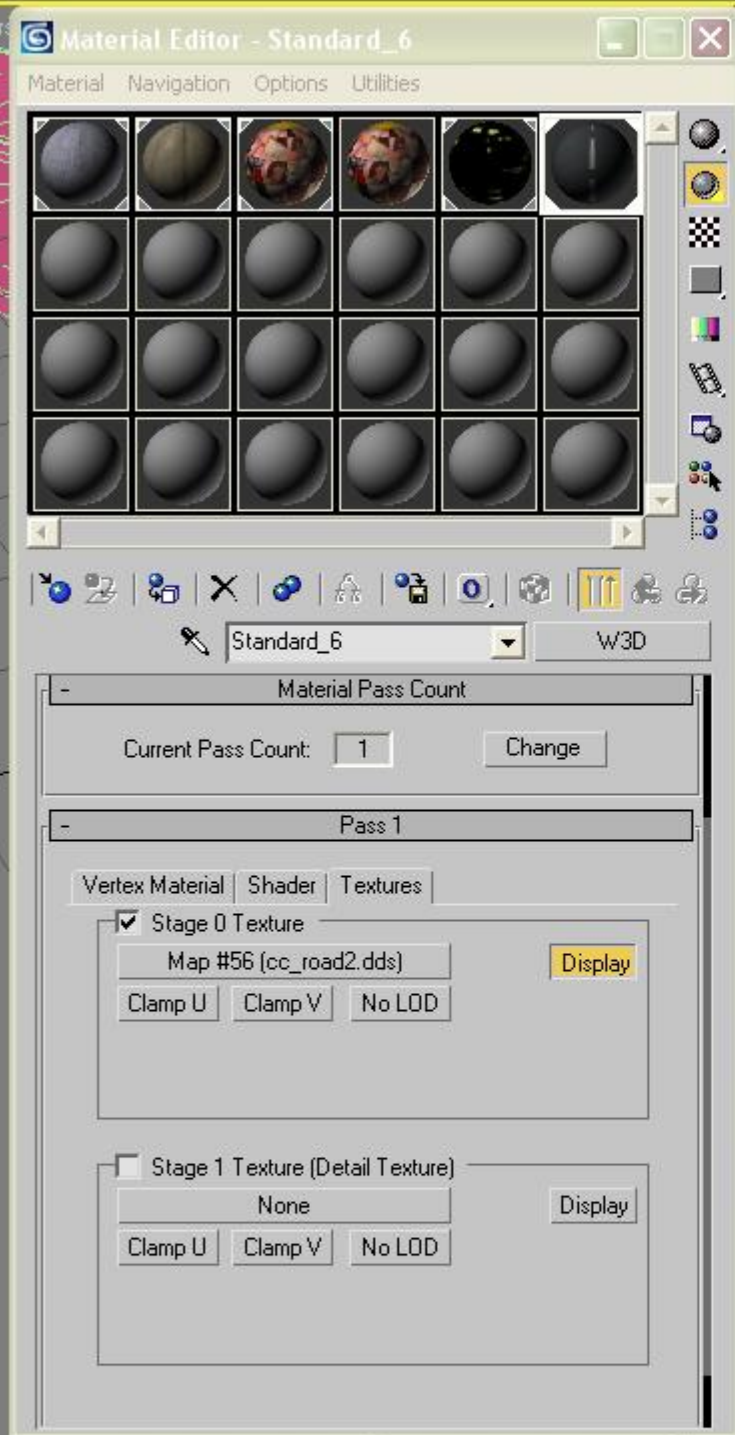
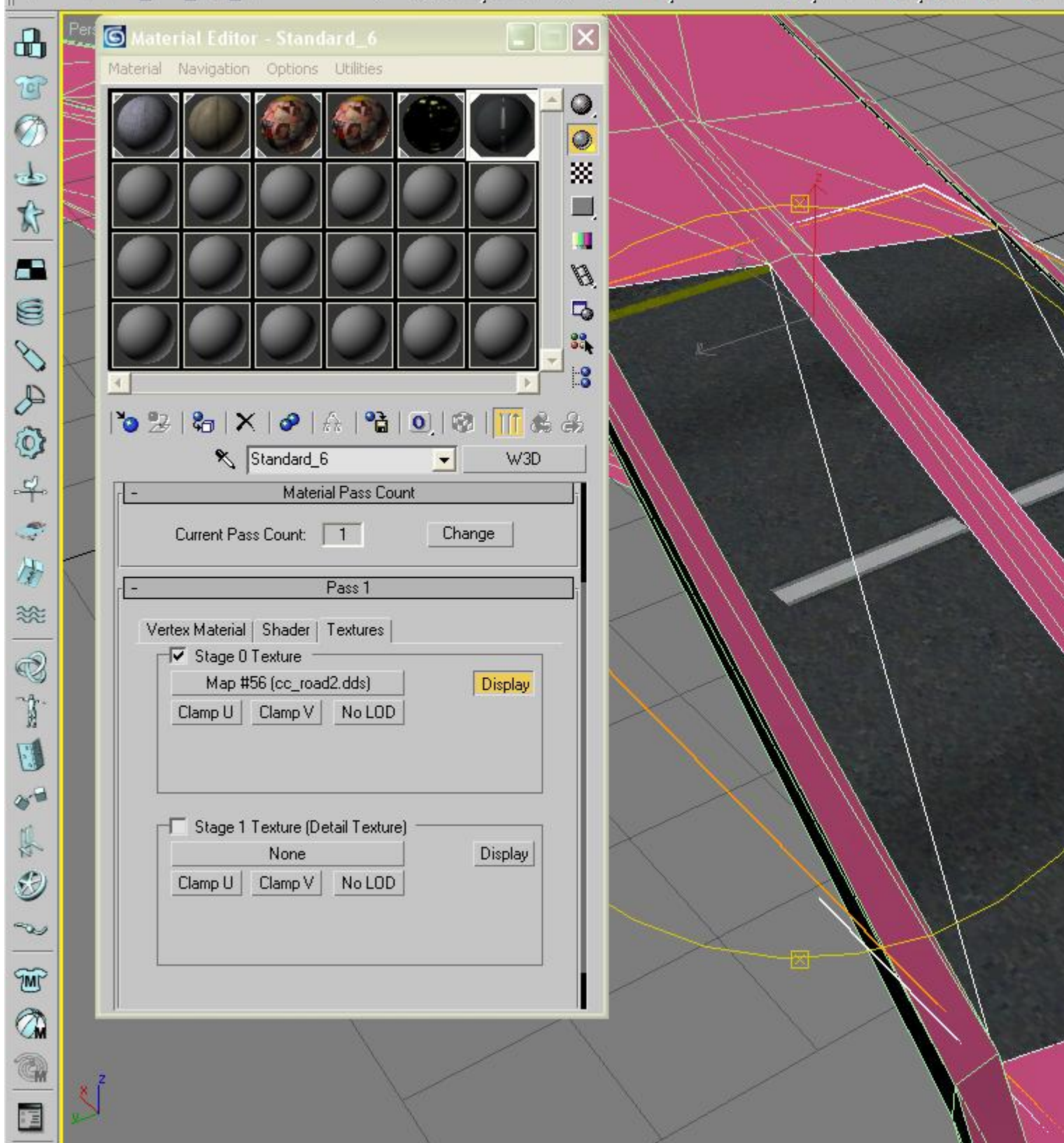
While i was texturing the road, i has to turn the texture. So, i didnt know how to because i'm not a texturer or anything like that.

Here is a pic of the situation.

sorry, screen resolution

File Attachments

1) [roadtexturesucks.JPG](#), downloaded 497 times



1 Object Selected



X: 99.633

Y: 15.595

Z: 0.0

Grid

Click and drag to rotate the view. Clicking in the tabs constrains the rotation

Ad

Subject: Re: Road texturing question.
Posted by [JsxKeule](#) on Fri, 03 Jul 2009 22:41:06 GMT
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you must UVW map the texture
you make that when you click gizmo while select the texture then you can play around with it

Subject: Re: Road texturing question.
Posted by [YazooGang](#) on Sat, 04 Jul 2009 00:13:22 GMT
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Awesome thanks. 1 questions, you a modeler? or just good with 3ds max tools?

Subject: Re: Road texturing question.
Posted by [Xena](#) on Sat, 04 Jul 2009 08:02:06 GMT
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YazooGang wrote on Fri, 03 July 2009 19:13Awesome thanks. 1 questions, you a modeler? or just good with 3ds max tools?
yes he is. he's a starter i think though
he aint even close to how good di3hardn1 is lol

Subject: Re: Road texturing question.
Posted by [JsxKeule](#) on Sat, 04 Jul 2009 08:51:48 GMT
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yes like boxxy said

Subject: Re: Road texturing question.
Posted by [Reaver11](#) on Sat, 04 Jul 2009 09:27:33 GMT
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Well the good thing is that there is another dude trying real hard next to Diehard. Since different people will get different ideas.(Dont get me wrong I like diehards stuff)

Subject: Re: Road texturing question.
Posted by [YazooGang](#) on Sat, 04 Jul 2009 14:46:38 GMT
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Ferkhat taught me some basics and i started off there. I'm not good as him but i can model a little bit.
