
Subject: Blending different UVW dimensions
Posted by [Titan1x77](#) on Mon, 23 Jun 2003 03:14:28 GMT
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If i want to blend a grass texture with a mountain texture..Is there anyway i Can have the uvw's of the grass10x10 and the moutian 30x30 still?

Subject: Re: Blending different UVW dimensions
Posted by [Captkurt](#) on Mon, 23 Jun 2003 03:23:42 GMT
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Titan1x77If i want to blend a grass texture with a mountain texture..Is there anyway i Can have the uvw's of the grass10x10 and the moutian 30x30 still?

If I understand you correctly. Yes, but you have to convert to editable mesh. And then try it. but Im not sure if I understand really what your asking either.

Subject: Re: Blending different UVW dimensions
Posted by [Cpo64](#) on Mon, 23 Jun 2003 04:07:28 GMT
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Titan1x77If i want to blend a grass texture with a mountain texture..Is there anyway i Can have the uvw's of the grass10x10 and the moutian 30x30 still?

Yes, it is realy very easy...

What you do is;

Have a 2 pass material, go to Pass 2/Vertex Material then look down towards "Stage 0 Mapping" near the bottom there is 'UV' with a 1 beside it, change that one to a 2.

Next apply two UVW Mapping. Set one too 7x7 and the other 10x10, take the one that you want applied to Pass 2, find the words "Map Channel" this will have a 1 beside it, change it to a 2.

I hope that made sence.

Subject: Blending different UVW dimensions
Posted by [General Havoc](#) on Mon, 23 Jun 2003 08:29:29 GMT
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This will be in the next build of the FAQ. I added it a few weeks ago when somene else asked it. ACK posted a good reply to it and I thought it would make a good question so i added it. Haven't had tome to do an update because of the stupid FTP.

_General Havoc

Subject: Blending different UVW dimensions
Posted by [Titan1x77](#) on Mon, 23 Jun 2003 18:13:37 GMT
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Thanks CPO64...I'll try it our ASAP

Looking forward to the next build...Keep up the great work Gen Havoc!!
