
Subject: Getting a scrolling texture to follow bends.....
Posted by [maytridy](#) on Tue, 05 Aug 2003 02:28:21 GMT
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I have a river that bends and curves, but the water only goes one direction. Causing it to flow the wrong way in some spots, but not others. How can i get the water to flow around bends? (follow the river)

Subject: Getting a scrolling texture to follow bends.....
Posted by [YSLMuffins](#) on Tue, 05 Aug 2003 02:54:04 GMT
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You have two options:

- A) The simpler, but usually unsatisfactory, option is to use the FACE UVW mapping.
 - B) Continually apply Edit Mesh modifiers and manually edit the UVW coordinates of the faces that are problematic.
-

Subject: Getting a scrolling texture to follow bends.....
Posted by [maytridy](#) on Tue, 05 Aug 2003 03:00:06 GMT
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I don't see what you mean by apply edit mesh modifiers and move the UVW Coordinates. How do I do it?

Subject: Getting a scrolling texture to follow bends.....
Posted by [YSLMuffins](#) on Tue, 05 Aug 2003 03:03:07 GMT
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maytridy I don't see what you mean by apply edit mesh modifiers and move the UVW Coordinates. How do I do it?

Have you tried the Face option first?

Subject: Getting a scrolling texture to follow bends.....
Posted by [maytridy](#) on Tue, 05 Aug 2003 03:06:06 GMT
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Well, I did, but like you said, I'm having some problems.

Subject: Getting a scrolling texture to follow bends.....
Posted by [YSLMuffins](#) on Tue, 05 Aug 2003 04:26:44 GMT
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I'm assuming your mesh has this type of look in the modifier rollout:

UVW Mapping
Editable Mesh

Apply the Edit Mesh modifier, and that way you can select individual faces. Select the face you want to fix, and apply the Unwrap UVW modifier (or another UVW Mapping). Work with the Unwrap modifier and that way you can tweak the flow of the texture.

When you're done with that particular face, apply another Edit Mesh modifier and select another face and repeat the process.

If you do not find the Unwrap UVW modifier intimidating, you could select several faces of your river in the Edit Mesh modifier, but you'll have a lot more to sift through in the Unwrap UVW.

When you're done, your rollout for your river mesh might look like:

Unwrap UVW
Edit Mesh
Unwrap UVW
Edit Mesh
Unwrap UVW
Edit Mesh
UVW Mapping
Editable Mesh

If you think you won't be making any more changes to any the river, try converting the mesh to an editable mesh--that will "compress" all of the modifiers and make them permanent, until you re-apply the modifiers manually.

And drat I think I've forgotten something...oh well.

Oh yeah, as gmax might warn you, the modifiers depend on the order you apply them. Change one of the bottom building blocks you affect the modifier right on top of it. So remember to keep your Edit Mesh modifiers safe and your Unwrap UVW's won't get messed up.

Hope this helps.

Subject: Getting a scrolling texture to follow bends.....
Posted by [OrcaPilot26](#) on Tue, 05 Aug 2003 05:02:52 GMT
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The Unwrap UV modifier is a powerful tool, to have a scrolling texture go around bends do the

following:

1. Apply the Unwrap UV modifier to the mesh.
2. In the modifier rollout go to select face (under Unwrap UV)
3. Select every face in the mesh, then under Sub Object params check the Z box and click Planar Map.
4. Click the edit button, this will open up the edit UVWs window, the dark gray square represents the texture, use the scaling tool to compensate for any distortion.
5. This is the tricky part: You need to align the various vertices in the Edit UVWs window so they form a straight rectangle, scale it so the width of the rectangle is equal to the width of the dark gray box.

If you did it right the texture will be mapped on the mesh in a way that reflects what's in the Edit UVWs window.

Subject: Getting a scrolling texture to follow bends.....
Posted by [maytridy](#) on Tue, 05 Aug 2003 15:35:20 GMT
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Thanks guys! I ended up using YSLMuffin's idea. It takes a while, but it works!

Subject: Getting a scrolling texture to follow bends.....
Posted by [Aircraftkiller](#) on Tue, 05 Aug 2003 17:09:11 GMT
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They all have it wrong... Muffins was the closest.

You don't even NEED to apply an Edit Mesh modifier. Just use the editable mesh and select individual polygons, then apply the UVW Map modifier to the polygons.

After you've made everything look like it will head the proper way, add a UVW Xform modifier and use the UV offset spinners. If you set your mesh to move at 7 V Per Sec, then move the V offset positively and you will see how the modifier will act in-game.

If it's screwed up, like facing the wrong direction, detach the offending polygons and apply a UVW Xform modifier. At that point, reverse the mapping with it.

Subject: Getting a scrolling texture to follow bends.....
Posted by [Halo38](#) on Tue, 05 Aug 2003 19:43:09 GMT

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AircraftkillerThey all have it wrong... Muffins was the closest.

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If it's screwed up, like facing the wrong direction, detach the offending polygons and apply a UVW Xform modifier. At that point, reverse the mapping with it.

cool

Subject: Getting a scrolling texture to follow bends.....
Posted by [YSLMuffins](#) on Tue, 05 Aug 2003 22:36:35 GMT
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LOL that boggles the mind...I'll have to play around with UV X Form in the future.

Subject: Getting a scrolling texture to follow bends.....
Posted by [maytridy](#) on Wed, 06 Aug 2003 02:14:27 GMT
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Quote:They all have it wrong... Muffins was the closest.

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If it's screwed up, like facing the wrong direction, detach the offending polygons and apply a UVW Xform modifier. At that point, reverse the mapping with it.

Hey, thanks man, i'll try that. Thanks again.
