
Subject: More texture help

Posted by [xptek_disabled](#) on Wed, 08 Oct 2003 21:50:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello,

As some of you know I have been struggling to texture my new map I am creating. I have followed the texture tutorials pinned in the forum and am having a problem. In most maps the textures tile themselves on an object but my textures seem to stretch themselves.

Heres what I'm talking about:

Is there something wrong with RenX or am I just forgetting something obvious.

Thanks,

Cwazyape

Subject: More texture help

Posted by [General Havoc](#) on Wed, 08 Oct 2003 21:54:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

In reality you need to use an UVW Unwrap but that can be complex and you need to follow the tutorial on my website at <http://www.renhelp.co.uk>

However a simple UVW map set to box may fix your problem, it is under the modifiers tab as "UVW Map"

Subject: More texture help

Posted by [xptek_disabled](#) on Wed, 08 Oct 2003 22:05:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks for the prompt response.

I dont see any tutorials by you relating to UVW Unwrap on renhelp.

All I found was an extremely confusing video.

Does anyone know of any tutorials that would help me with this?

Subject: More texture help

Posted by [General Havoc](#) on Wed, 08 Oct 2003 22:10:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

There is another text one by Laubi on there called "UVW Skin" You could try the UVW Map I suggested and set it to "box" rather than planar. UVW mapping confuses me so I can't really offer much help. Sir Pheonix may lend a helpful hint if he views this post.

Subject: More texture help

Posted by [xptek_disabled](#) on Wed, 08 Oct 2003 22:21:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

General HavocThere is another text one by Laubi on there called "UVW Skin" You could try the UVW Map I suggested and set it to "box" rather than planar. UVW mapping confuses me so I can't really offer much help. Sir Pheonix may lend a helpful hint if he views this post.

I have tried the UVW map and set it to box; it helps a little however the texture is still stretched. Laubi's tutorial and it chages it a little although It doesnt solve the problem.

Thanks for all the help so far!

Subject: More texture help

Posted by [gendres](#) on Thu, 09 Oct 2003 13:40:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

You just need to adjust the size of the box to your needs, you can do it on the side bar or also by selecting the box itself and resizing (right-click > objects > gizmo, and then use the resize tool)

Subject: More texture help

Posted by [Adavanze](#) on Thu, 09 Oct 2003 15:57:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Bah, that happens in GMAX, the drivers of gmax make it look like the texture is quite bent (that is why my renx got 3ds max drivers) That happens, i gues you havnt tried exporting w3d to find out what happens.

Subject: More texture help

Posted by [PA.thet.ic](#) on Fri, 10 Oct 2003 13:53:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

its obivious he applied the texture planner, try box.
