
Subject: XYZ, UVW tiles, placing textures.... PROBLEM SOLVED!

Posted by [Anonymous](#) on Sun, 23 Jun 2002 09:34:00 GMT

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Planar doesn't cut it, if i put in on planar, it works in the same fashion as a box, it will rotate the entire texture. What i want is scewing... As i said, face does that, but it's the wrong direction... There is a possibility... I could always go in photoshop and save a new version of the texture, with the canvas rotated 90 degrees. That way it'll fit automatically. (It won't have the choice!!!) If all else fails, i'll do that, but i'm still positive there is a way to that kind of transformation in gmax...
