Subject: terrain problem Posted by Sir Phoenixx on Sun, 20 Apr 2003 02:13:01 GMT View Forum Message <> Reply to Message

After you add the UVW map modifier and you've got your texture on it, click on "Unwrap UVW", and EDIT. Now you can move these vertices around, resize, rotate, and etc. to get the distortion and whatever out of the terrain.

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