Subject: Re: Blending different UVW dimensions
Posted by Cpo64 on Mon, 23 Jun 2003 04:07:28 GMT

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 mountian 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.