
Subject: How to make a texture suck towards the middle?

Posted by [Blazea58](#) on Tue, 22 Apr 2008 05:41:35 GMT

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

Ok well i have tried just about everything i can think of to get a lava texture to move correctly and all towards the center seamlessly. I am sure i have seen it done before in pools of water and such, i have tried mapping the uvw different ways, and i have messed with all the settings within the Vertex Material tutorial.

My mesh is just a plane extruded and welded around to the other side, and i want the texture to start from the top and move down to the very center on all sides.

If anyone can help that would be appreciated , i just want it to look like the picture above, any texture could be used for a demonstration with the gmax of the lava i included.

File Attachments

1) [Lavapeice.gmax](#), downloaded 141 times
