Subject: Re: Texture Mapping and Blending
Posted by The Party on Wed, 20 May 2009 18:11:24 GMT
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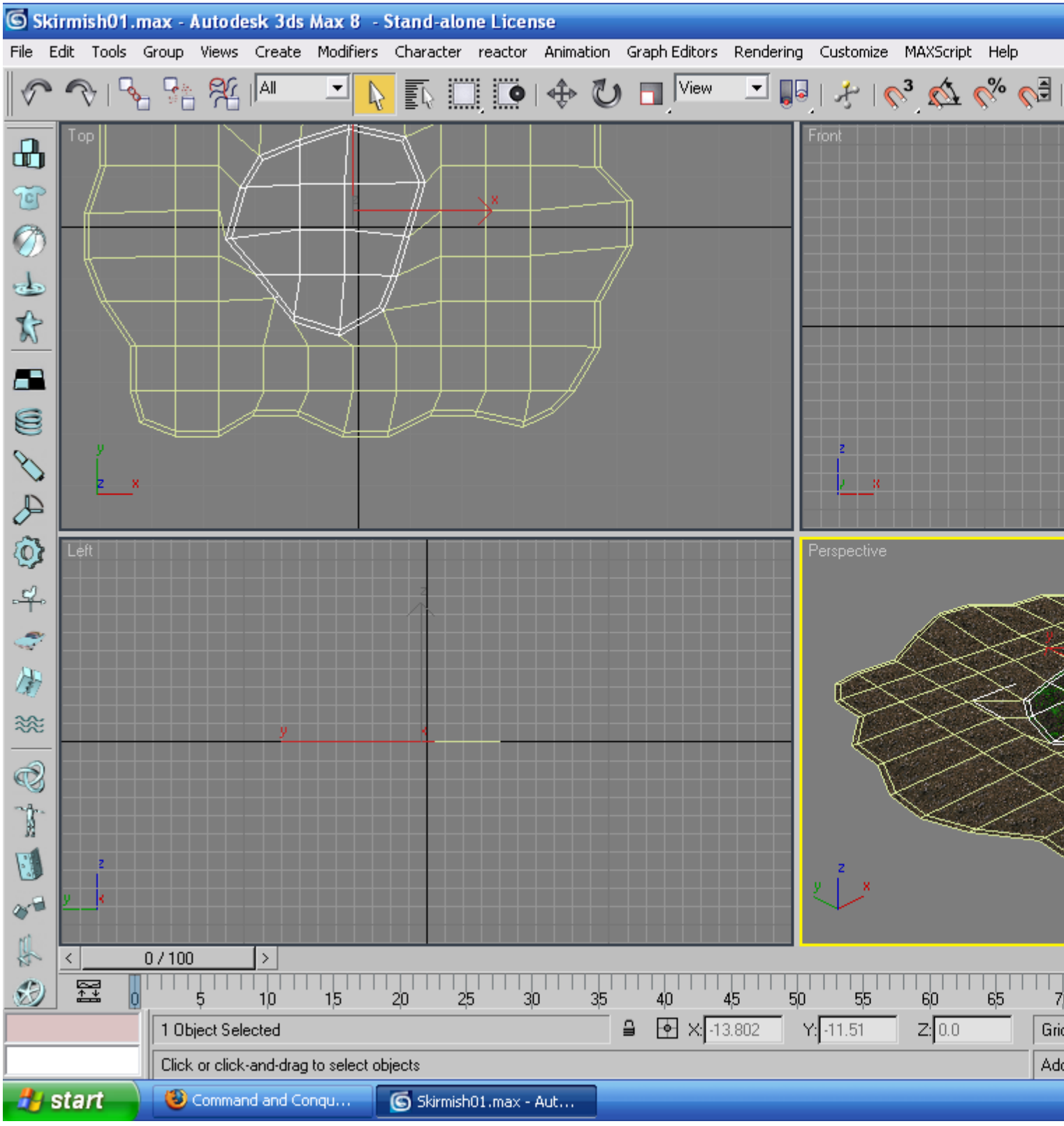
It was one plane but I dettached part of it and made a tib field. So it is two planes.

File Attachments

1) 3ds.PNG, downloaded 334 times


Skirmish01.max - Autodesk 3ds Max 8 - Stand-alone License
File Edit Tools Group Views Create Modifiers Character reactor Animation Graph Editors Rendering Customize MAXScript Help
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0 / 100
0 5 10 15 20 25 30 35 40 45 50 55 60 65
1 Object Selected
X: -13.802 Y: -11.51 Z: 0.0
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