Subject: Re: Bending uvw maps?
Posted by roszek on Fri, 16 Sep 2011 22:28:02 GMT

Aircraftkiller wrote on Fri, 16 September 2011 14:57Splines aren't game-ready geometry. You would need to use a path follow constraint for it to work correctly, and even then it would still require some editing.

Yes you are right of course, but I think it's the easiest method.

Edit: Wouldn't you use PathDeform if I'm not mistaken?