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

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

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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 140 times

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

Posted by [Slave](#) on Tue, 22 Apr 2008 11:56:10 GMT

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Really quite simple.

Use a spherical uvw map, and drag the gizmo above or below the actual mesh. Center it where you want your texture to flow to.

Play a bith with the gizmo's lenght, width and height to get the texture right. After that, use a linear scrolling texture with values like these.

UPerSec=0.01

VPerSec=0.03

Add some red glowing bumpmapping with glow in the dark settings, and your lava is a winner.

A while ago I uploaded a sample to these forums, when someone asked the same for water. When required I could dig it up.

Disclaimer: The above is based on what I can remember, not an actual sample I had at hand or made. Might cause death.

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

Posted by [The Executor](#) on Tue, 22 Apr 2008 15:55:15 GMT

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HAHA, off-topic, but slave are you really "[R3-TRD]R4p3" from RxD?

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

Posted by [Slave](#) on Tue, 22 Apr 2008 19:22:37 GMT

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No I am not. I'm either [R3-TRD]Slave or Slave|RxD.
