Subject: Bending uvw maps?
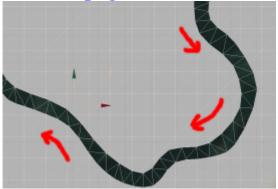Posted by Slave on Sun, 24 Aug 2008 12:07:21 GMT
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The above is a basic sketch of a small river. What I want is a flowing texture that follows the shape of the river.

So how does one bend textures in different shapes. C&C_City sort of has it too, with the road texture curved like a big 8.

File Attachments
1) rvr.png, downloaded 559 times

Subject: Re: Bending uvw maps?
Posted by cnc95fan on Sun, 24 Aug 2008 13:25:43 GMT
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Move the polys around. Upload the map and I will have a shot at it if you want.

Subject: Re: Bending uvw maps?
Posted by Slave on Sun, 24 Aug 2008 21:50:37 GMT
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Here's part of the river/creek. I just hope I don't have to uvw-map the river per segment.

File Attachments
1) bit.gmax, downloaded 144 times

Subject: Re: Bending uvw maps?
Posted by Blazea58 on Tue, 26 Aug 2008 08:42:41 GMT

You could try uvw mapping it by face, and turn your mesh to editable poly so it only uses each square area as a face. I am not sure though cause i dont have my Pc atm to check.

I do know one way by also starting with a long skinny mesh and adding many segs to it. You texture and uvw map it first, then start pulling segs around in equal amounts. As well you can texture it face by face, using the gizmo in the pull down menu for uvw mapping.

Subject: Re: Bending uvw maps?
Posted by Aircraftkiller on Mon, 12 Sep 2011 22:53:18 GMT

The best and easiest way to do this is to select a "straight" section of polygons and apply a UV map to it. Apply a UVW Unwrap on top of it, move the section off the 0-1 grid. Repeat this until the entire object is UV mapped. Go to Display > Show Vertex Connections in the Unwrap edit window. Select individual vertices and match them to the correct matching point, weld them together, and repeat until the mesh has all of its UVs stitched together.

Once you've done this, grab all of the vertices that constitute one edge of the mesh in the Unwrap editor and use the U or V spinner at the bottom of the editor to flatten them on the same axis and move them away from the other side of vertices. Grab those vertices and do the same. If your map is vertical, grab all of the left vertices and type 0 in the U box. Do the same for the right, but type 1 instead. If it's horizontal, do the same thing but use V instead.

You will obviously get texture stretching, so you'll need to look at your mesh and get an idea of what the relative distance of the vertices is compared to what they are in the editor. Using that as a reference, scale the distance between the edges so that they match the general distance of each edge from one to another. This will keep the textures from stretching and will make it look much more convincing. You could use a checker map set on a large tiling pattern to illustrate any stretches that would make the squares stop being uniform.

This is assuming that you're using, at least, 3D Studio Max 8 or higher.

Subject: Re: Bending uvw maps?
Posted by roszek on Fri, 16 Sep 2011 21:37:35 GMT

Just use a spline.

Subject: Re: Bending uvw maps?
Posted by Aircraftkiller on Fri, 16 Sep 2011 21:57:40 GMT

Splines 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.

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

Subject: Re: Bending uvw maps?
Posted by Aircraftkiller on Fri, 16 Sep 2011 23:02:02 GMT
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You could use that. Path constraint would also work, as would using a loft with an outline of the shape you want it to deform around.