Subject: Road texturing question.
Posted by YazooGang on Fri, 03 Jul 2009 22:39:41 GMT
View Forum Message <> Reply to Message

Hey, i'm modding C&C City and first i need to retexture the w3d in 3ds max. So i started doing that
and i got stuck.
While i was texturing the road, i has to turn the texture. So, i didnt know how to because i'm not a
texturer or anything like that.
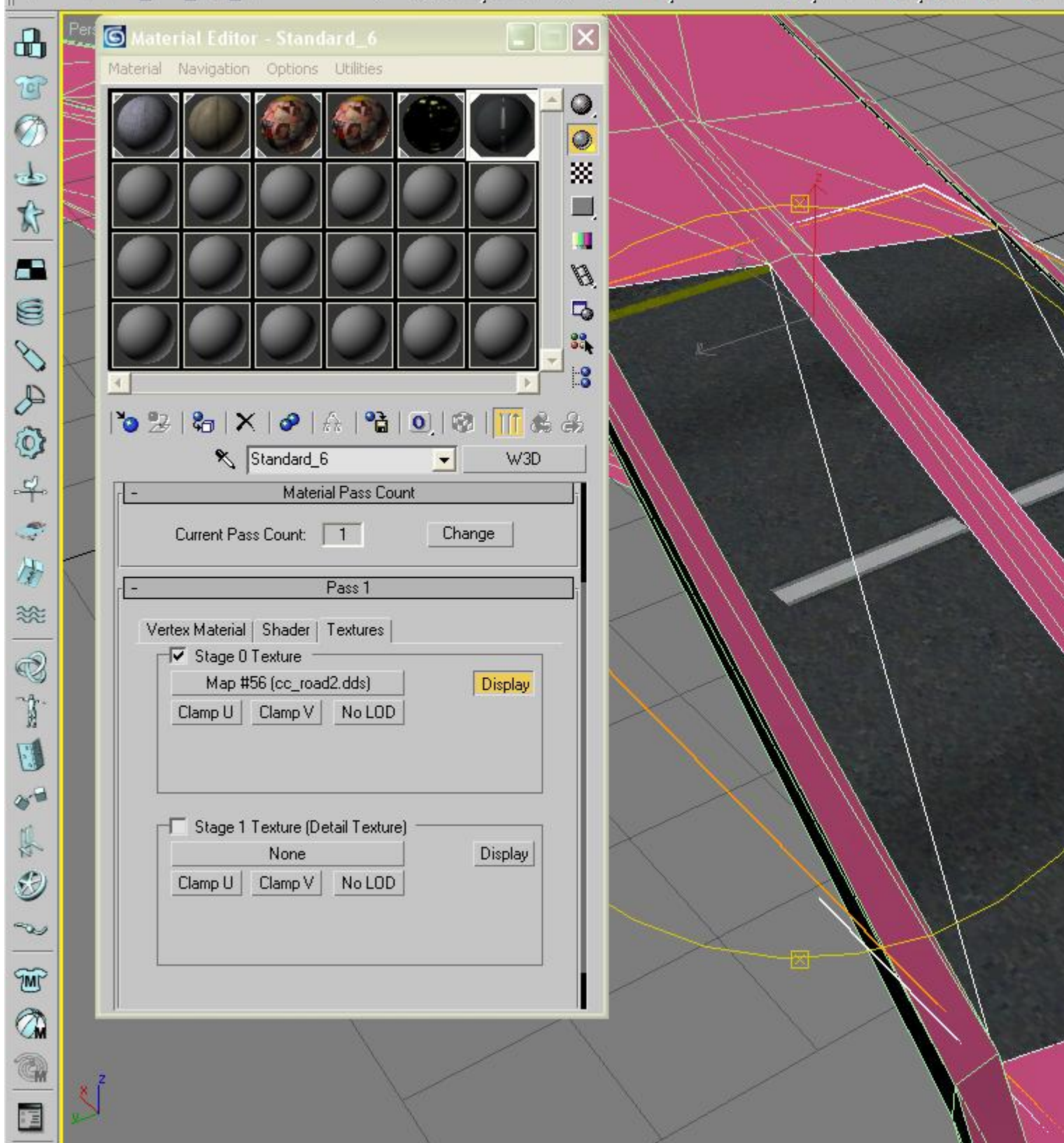Here is a pic of the situation.
sorry, screen resolution

File Attachments
1) roadtexturesucks.JPG, downloaded 579 times

File   Edit   Tools   Group   Views   Create   Modifiers   Character   reactor   Animation   Graph Editors   Rendering   Customize   MAXScript   BF2   Help

All   ▾   View   ▾   ³   %

Material Editor - Standard_6

Material   Navigation   Options   Utilities

Standard_6   ▾   W3D

Material Pass Count

Current Pass Count: 1   Change

Pass 1

Vertex Material | Shader | Textures

☑ Stage 0 Texture

Map #56 (cc_road2.dds)   Display

Clamp U | Clamp V | No LOD

☐ Stage 1 Texture (Detail Texture)

None   Display

Clamp U | Clamp V | No LOD

0 / 100   >

5   10   15   20   25   30   35   40   45   50   55   60   65   7

1 Object Selected   X: 99.633   Y: 15.595   Z: 0.0   Gri

Click and drag to rotate the view.   Clicking in the tabs constrains the rotation   Add

Subject: Re: Road texturing question.
Posted by JsxKeule on Fri, 03 Jul 2009 22:41:06 GMT
View Forum Message <> Reply to Message

you must UVW map the texture
you make that when you click gizmo while select the texture then you can play around with it

---

Subject: Re: Road texturing question.
Posted by YazooGang on Sat, 04 Jul 2009 00:13:22 GMT
View Forum Message <> Reply to Message

Awesome thanks. 1 questions, you a modeler? or just good with 3ds max tools?

Subject: Re: Road texturing question.
Posted by Xena on Sat, 04 Jul 2009 08:02:06 GMT
View Forum Message <> Reply to Message

YazooGang wrote on Fri, 03 July 2009 19:13Awesome thanks. 1 questions, you a modeler? or just good with 3ds max tools?
yes he is. he's a starter i think though
he aint even close to how good di3hardnl is lol

Subject: Re: Road texturing question.
Posted by JsxKeule on Sat, 04 Jul 2009 08:51:48 GMT
View Forum Message <> Reply to Message

yes like boxxy said

Subject: Re: Road texturing question.
Posted by Reaver11 on Sat, 04 Jul 2009 09:27:33 GMT
View Forum Message <> Reply to Message

Well the good thing is that there is another dude trying real hard next to Diehard. Since different people will get different ideas.(Dont get me wrong I like diehards stuff)

Subject: Re: Road texturing question.
Posted by YazooGang on Sat, 04 Jul 2009 14:46:38 GMT
View Forum Message <> Reply to Message

Ferkhat taught me some basics and i started off there. I'm not good as him but i can model a little bit.