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Subject: terrain problem

Posted by [ohmybad](#) on Sun, 20 Apr 2003 02:08:54 GMT

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when ever i put a terrain on a montain or ground the textures appears all stretched out and messed up looking, Why???

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Subject: terrain problem

Posted by [Sir Phoenixx](#) on Sun, 20 Apr 2003 02:13:01 GMT

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After you add the UVW map modifier and you've got your texture on it, click on "Unwrap UVW", and EDIT. Now you can move these vertices around, resize, rotate, and etc. to get the distortion and whatever out of the terrain.

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