
Subject: ATTN Sir Phoenixx
Posted by [Titan1x77](#) on Mon, 17 Mar 2003 00:20:37 GMT
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before someone telles me to read a tut...i have

i need advice on how to add multi textures(about 4) on a single plain

i alpha blend 1 texture but how do i use pass 3 and 4 and also how do i make the walls not looked so stretched?

and can i veiwl the color all i see is just the black in renx

If i select different vertices the others i colored disappear

ive read a few tuts but none of them explain pass 3 or more.

I want to make my terrain in renx but im having problems texturing them.

Subject: Re: how can i texture my plane properly in renx
Posted by [Sir Phoenixx](#) on Mon, 17 Mar 2003 01:08:19 GMT
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Titan1x77i need advice on how to add multi textures(about 4) on a single plain
Make a plane with several segments, go into sub-object mode and select those polygons (or individual faces) that you'd like to have a different texture than the rest of the plane, apply a UVW map modifier, planer mapping, view align and all that. Than apply the UVW unwrap modifier, and you can click edit and move those vertices around if there is any distortion. Go to the top tool bar, scroll all the way over, and click the button with the 3 colored circles, go to file system on the left, and find your texture, than drag and drop it onto the select faces on the object. Than do this for each selection of faces.

Titan1x77and can i veiwl the color all i see is just the black in renx
It shows transparent areas (alpha channels) as black.

Subject: ATTN Sir Phoenixx
Posted by [Titan1x77](#) on Mon, 17 Mar 2003 01:27:52 GMT
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thanks alot....very good advice and to good explanation

Im gonna go try this now!!

Once again thanks

Subject: ATTN Sir Phoenixx
Posted by [Titan1x77](#) on Mon, 17 Mar 2003 01:43:40 GMT
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after i select polygons from subobject menu I select a few poly's and then apply uvw map mod and then uvw unwrap then i drag and drop and in the select faces it's a different size but it applies the same texture to the whole terrain???

Subject: ATTN Sir Phoenixx
Posted by [Titan1x77](#) on Mon, 17 Mar 2003 01:51:12 GMT
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is there an easier way of coloring/texturizing your terrain?

Can i use another program to do this?

my freind has bryce and i know you can make terrain in that but is it just as hard to texture it?

Subject: ATTN Sir Phoenixx
Posted by [Sir Phoenixx](#) on Mon, 17 Mar 2003 13:42:56 GMT
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Titan1x77after i select polygons from subobject menu I select a few poly's and then apply uvw map mod and then uvw unwrap then i drag and drop and in the select faces it's a different size but it applies the same texture to the whole terrain???

Don't worry about that... Just do the same thing with the each set of polygons.

Subject: Re: how can i texture my plane properly in renx
Posted by [Titan1x77](#) on Fri, 21 Mar 2003 09:03:25 GMT
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Sir PhoenixxMake a plane with several segments, go into sub-object mode and select those polygons (or individual faces) that you'd like to have a different texture than the rest of the plane, apply a UVW map modifier, planer mapping, view align and all that. Than apply the UVW unwrap modifier, and you can click edit and move those vertices around if there is any distortion. Go to the top tool bar, scroll all the way over, and click the button with the 3 colored circles, go to file system on the left, and find your texture, than drag and drop it onto the select faces on the object. Than do this for each selection of faces.

Can i alpha blend on sub-objects?

And can i alphablend a 3rd layer or 4th?

Subject: ATTN Sir Phoenixx
Posted by [Titan1x77](#) on Sun, 30 Mar 2003 01:15:19 GMT
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i had to bump this old topic back up becuz i have a problem on a step in the procedure...when i drag and drop onto the selected faces it turns the whole plane into that texture....i learned that if i exploded the area into an object that i can texture it there and map it anyway i choose!

Now is there a disadvatage to doing this??

Subject: ATTN Sir Phoenixx
Posted by [Sir Phoenixx](#) on Sun, 30 Mar 2003 12:45:13 GMT
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Woah, I just noticed a thread with my name on it and went: wtf!

Just texture the different polygons that you want textured with different textures. Do one, it will show that on the rest of the object, than do another set on that object, than another till, eventually each set of polygons will have it's own texture...

Subject: ATTN Sir Phoenixx
Posted by [Titan1x77](#) on Sun, 30 Mar 2003 17:59:03 GMT
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thanks for the help
