Subject: getting rid of boxes when mapping
Posted by Fabian on Fri, 02 Jan 2004 21:00:33 GMT
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when UVW mapping, is there a way to hide the boxes?

like this:

Subject: getting rid of boxes when mapping
Posted by Sir Phoenixx on Fri, 02 Jan 2004 23:36:45 GMT
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Why? Those "boxes" represent the vertices, which are what you are supposed to move around to get rid of distortion when UVW mapping.

Subject: getting rid of boxes when mapping
Posted by mike9292 on Sat, 03 Jan 2004 00:52:55 GMT
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youll need them dots

Subject: getting rid of boxes when mapping
Posted by Gernader8 on Sat, 03 Jan 2004 02:26:10 GMT
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He probally wants to remove them so one his final map, all the corners will not have squares on them.

Subject: getting rid of boxes when mapping
Posted by Deafwasp on Sat, 03 Jan 2004 03:27:28 GMT
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Seal, I have already told you about this....

Subject: getting rid of boxes when mapping
Posted by Fabian on Sat, 03 Jan 2004 04:03:56 GMT
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well, i couldnt use 3ds at the time...

i want to get rid of the boxes because i finished mapping, and wanted to take a screenshot of the map to start my skin. Its a lot easier without the boxes.

Subject: getting rid of boxes when mapping
Posted by Sir Phoenixx on Sat, 03 Jan 2004 14:03:28 GMT
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Having the boxes there won't make it any more harder at all.