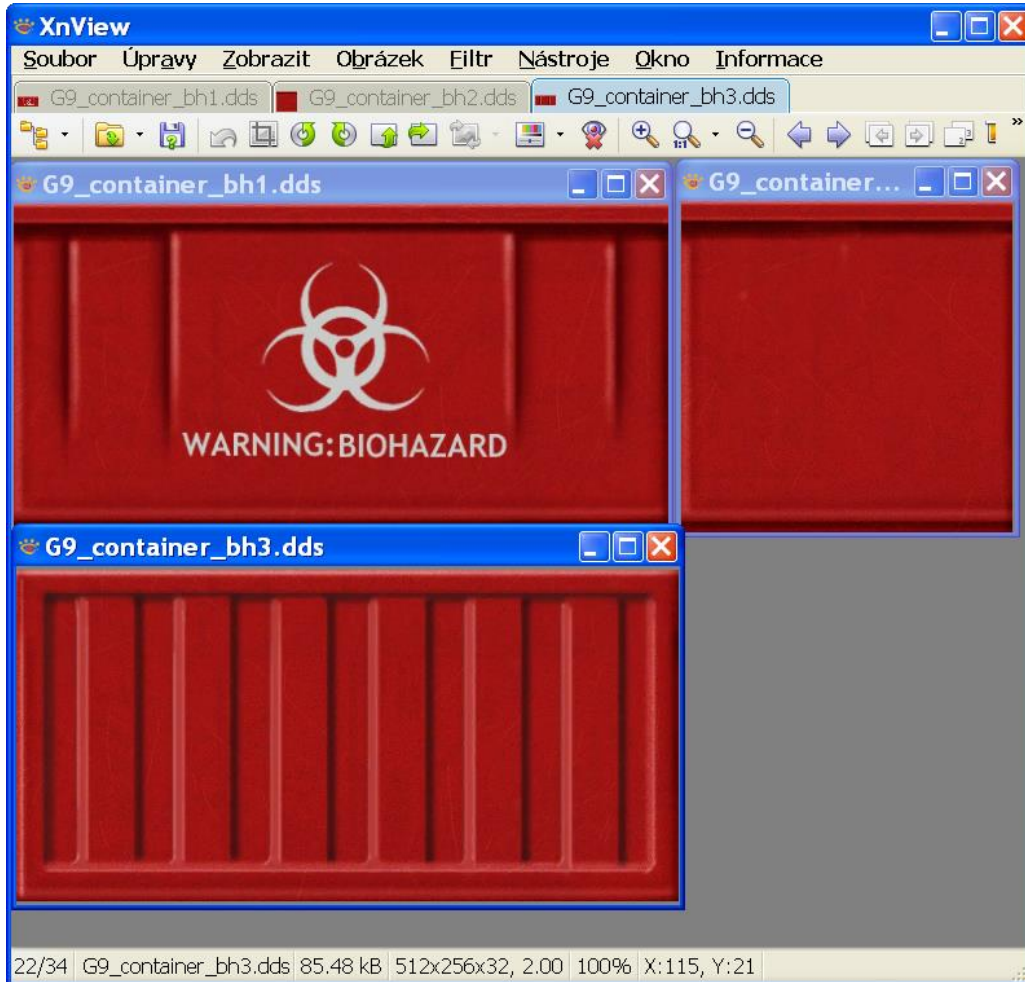
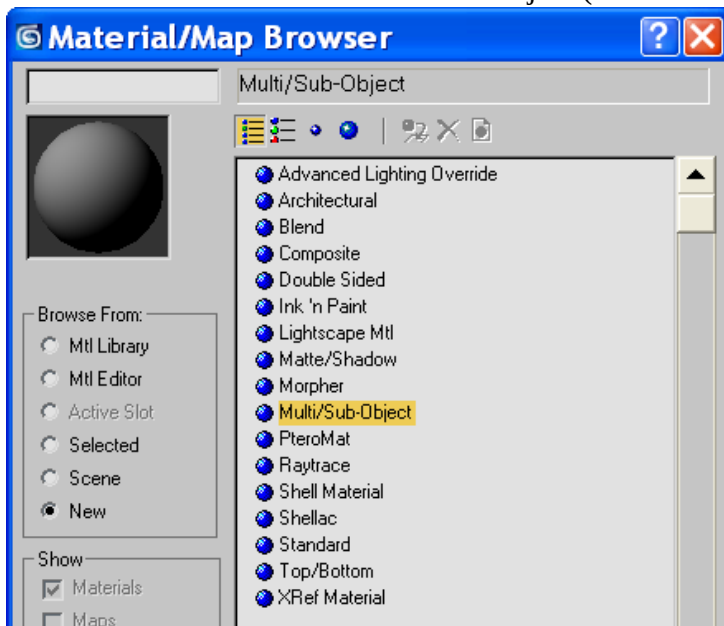


UVW mapping basics 2

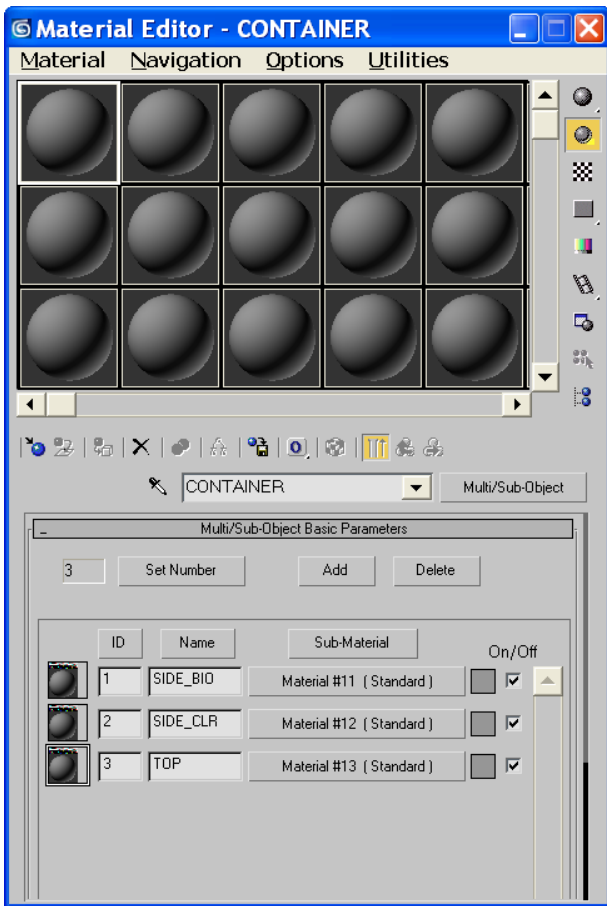
I found these textures for new "biohazard" box and converted to dds.



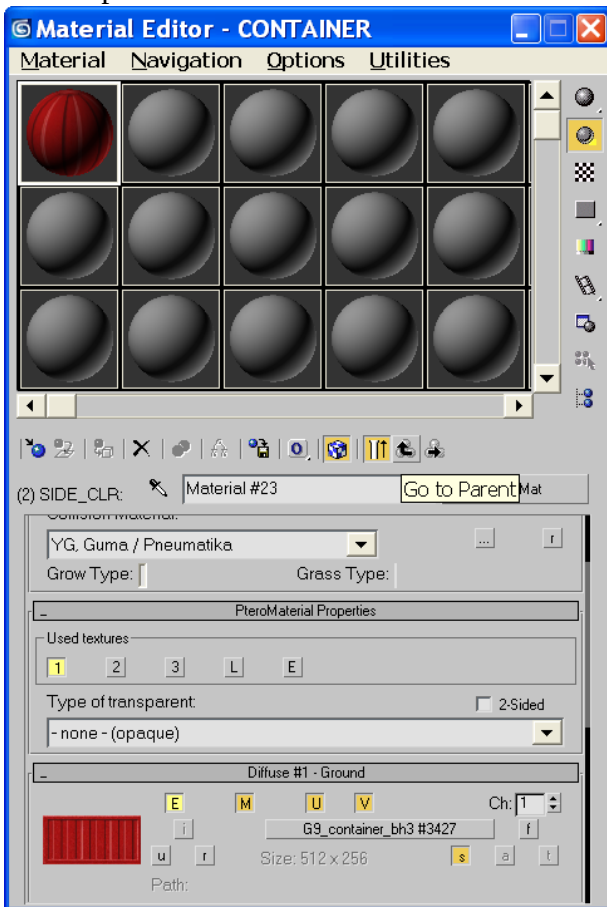
1. Create material – select Multi/Sub-Object (no PteroMat).



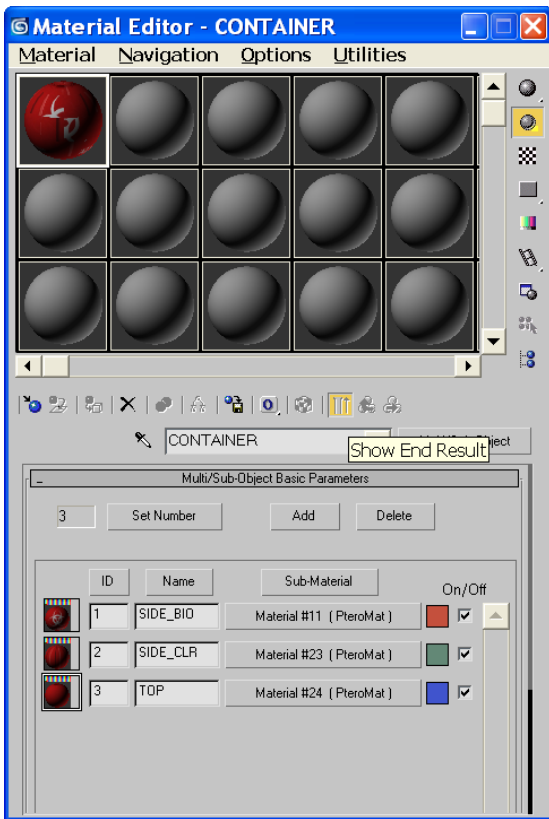
2. Enter names of textures which you want to use.



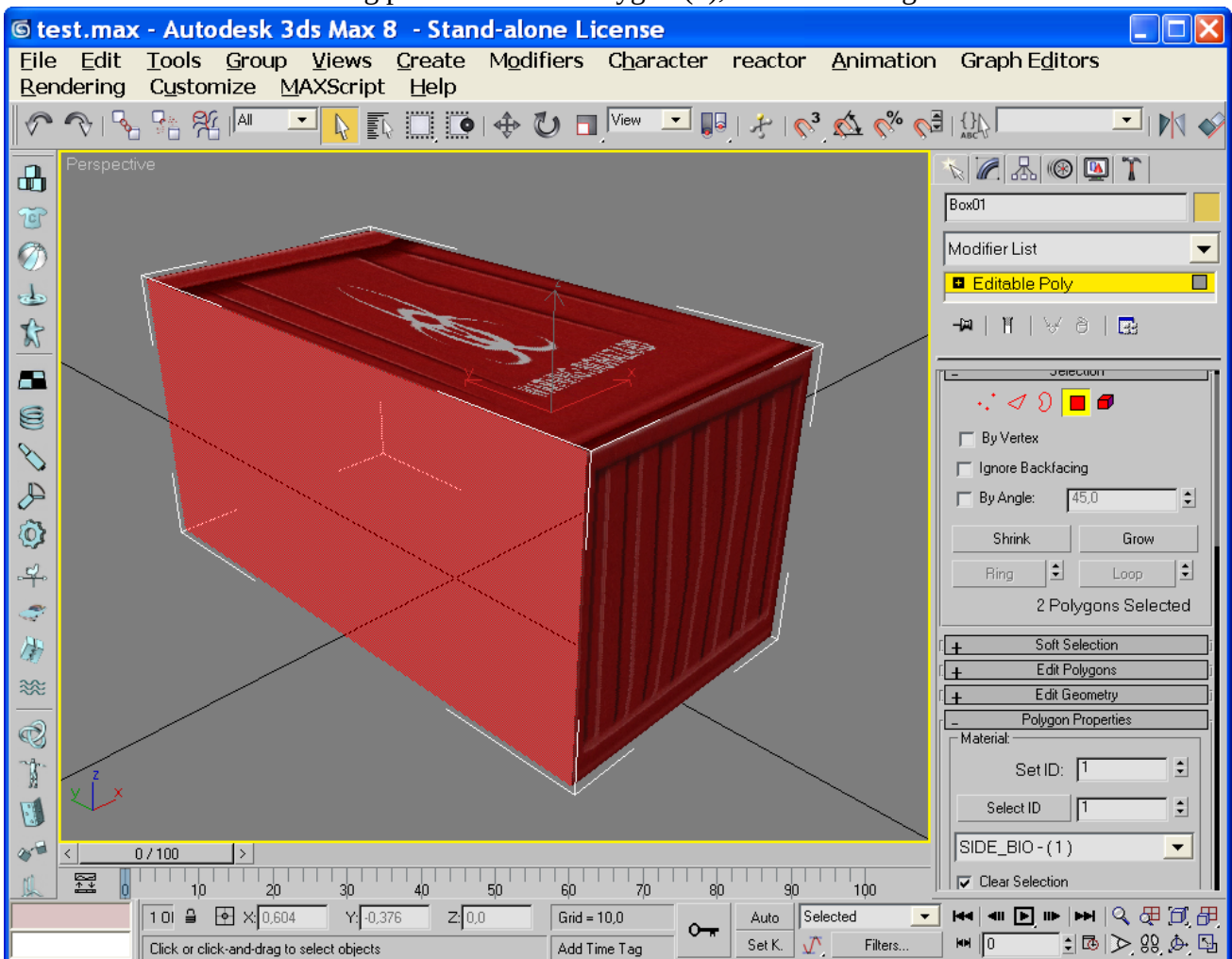
3. Set up PteroMat and texture for each of them.



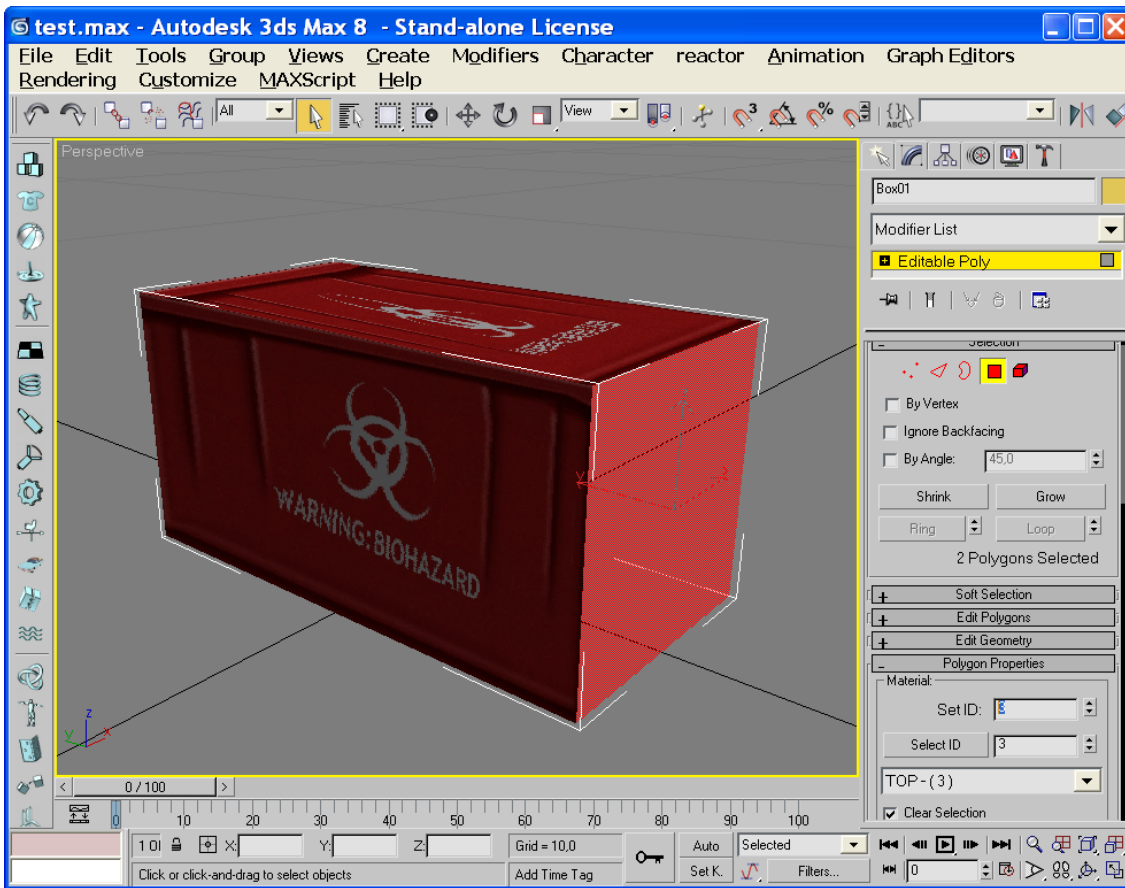
You can go up to Multi/Sub-Object by clicking icon – Go to Parent



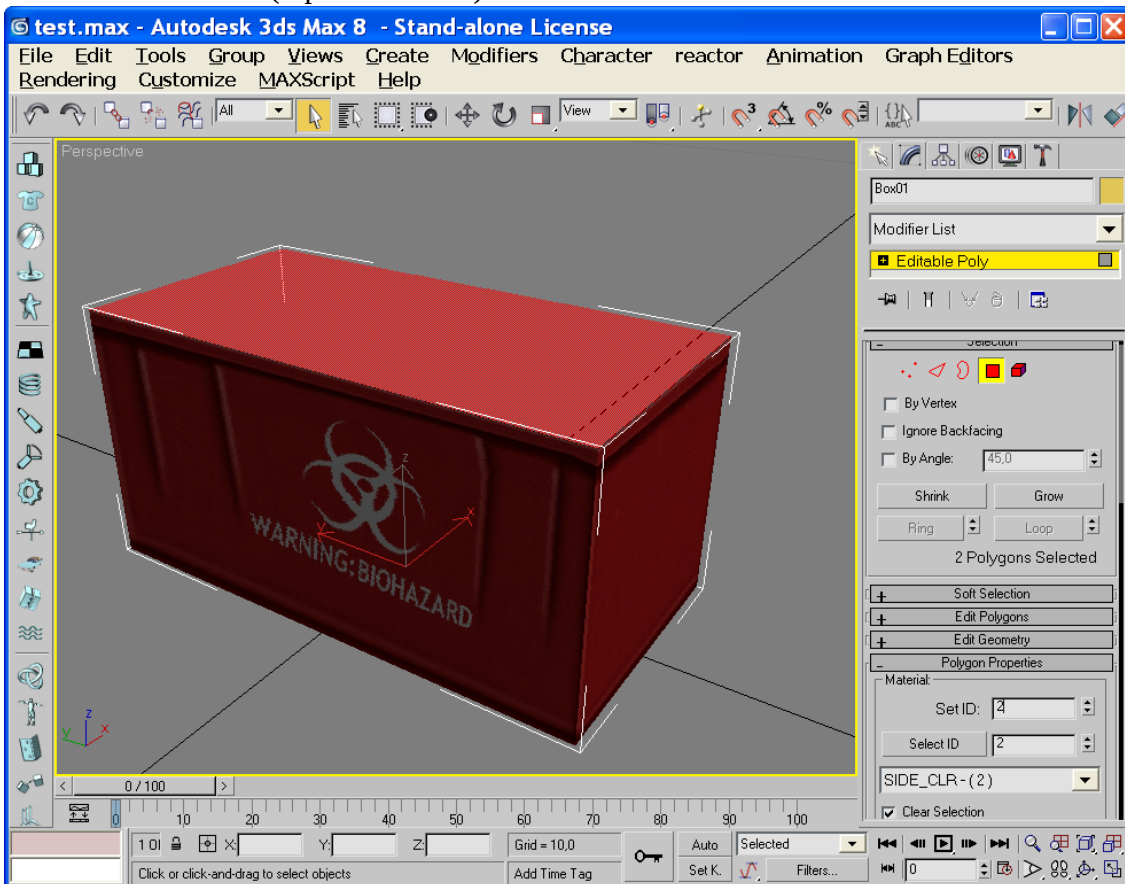
4. Create box object 2x1x1 m and apply Multi/Sub-Object material.
Some textures are in the wrong places. Choose Polygon (4), select two long sides and set as ID #1.



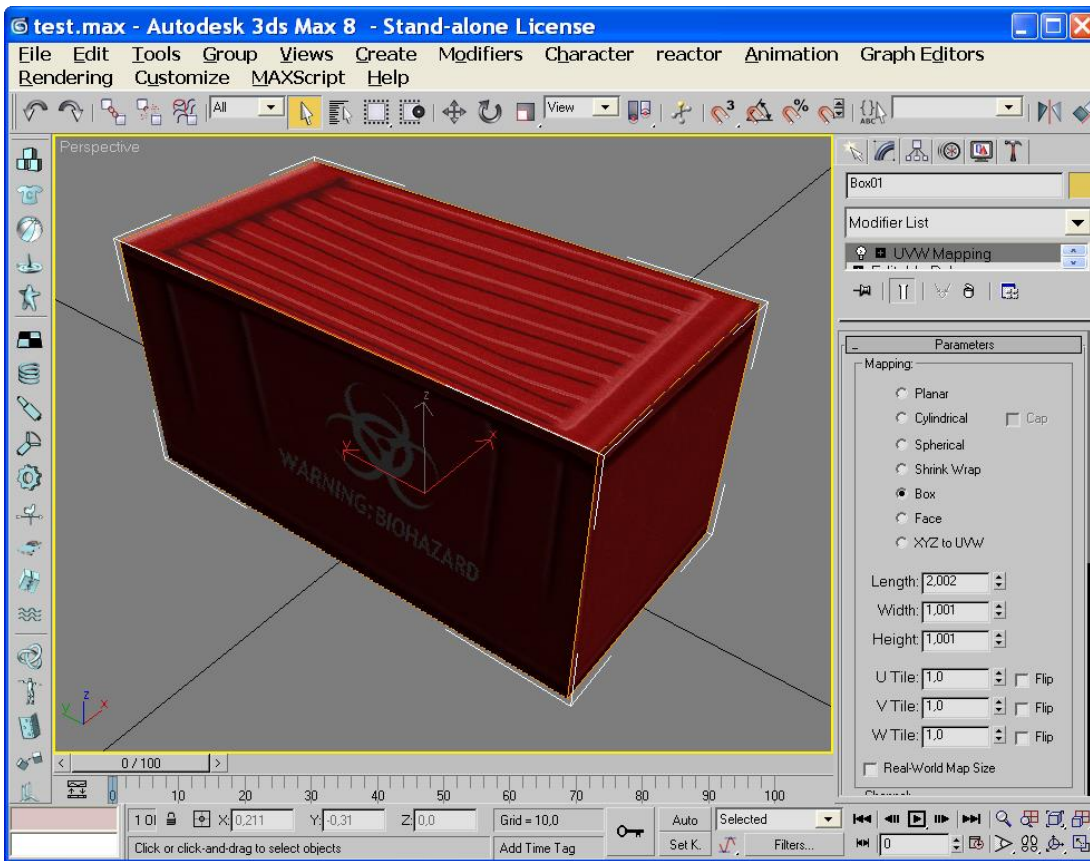
Select two small sides and set as ID #3.



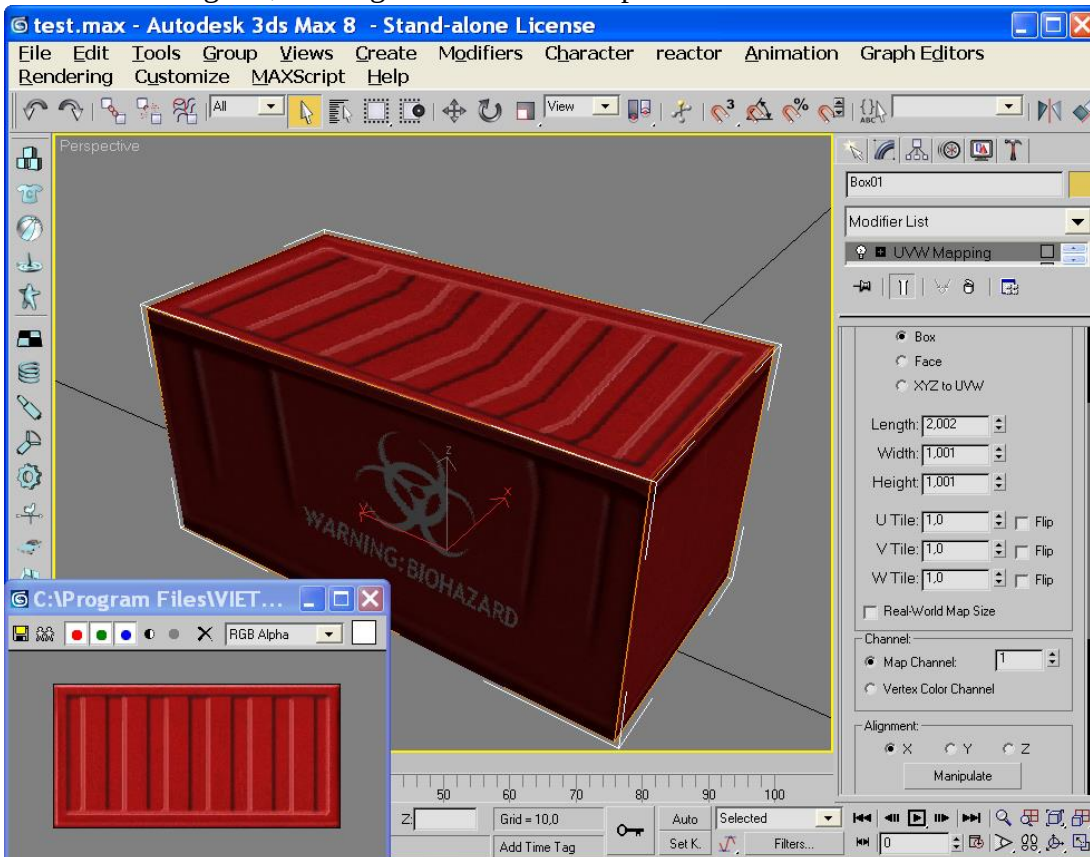
Select last two sides (top and bottom) and set as ID #2.



5. Deselect Polygon and use modifier UVW Map to whole object.
Top and bottom texture does not fit but that not matter now. Collapse it.



6. Choose polygon, select top and bottom polygon and use UVW Map for these 2 polys, Texture is rotated 90 degrees, use alignment X and collapse all.



=GONZO=

<https://vietconglab.wordpress.com/>