Subject: Boxes with 6 textures
Posted by Tidu on Sun, 02 May 2004 12:22:47 GMT

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I've tried UV mapping before this, and it just changes the form of every texture, as each side were a plane by itself. Here is something i made with the 4 sides of my box

Basically the problem is that every side of my box has a different texture, even though I only assigned one texture.