
Subject: Need Help Fixing Model Textures
Posted by [Gweetle](#) on Wed, 10 Apr 2013 23:21:00 GMT
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Edit: Decided to completely remake the model, using only one texture file. Thanks.

File Attachments

1) [a.jpg](#), downloaded 115 times

Subject: Re: Need Help Fixing Model Textures
Posted by [Keymaker](#) on Wed, 10 Apr 2013 23:46:49 GMT
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And did you try put both textures into one file/picture/texture?

Also I can look at it if you send me .blend file

Subject: Re: Need Help Fixing Model Textures
Posted by [stonysmith](#) on Thu, 11 Apr 2013 01:52:16 GMT
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One thing I keep wondering here.. is it because it's a mobius?
Has anyone printed them successfully in color?
Could the printer software itself have trouble with a "never ending" pattern?

Subject: Re: Need Help Fixing Model Textures
Posted by [stannum](#) on Thu, 11 Apr 2013 02:46:18 GMT
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Twice at least, extra mario with bacon.

Subject: Re: Need Help Fixing Model Textures
Posted by [Gweetle](#) on Thu, 11 Apr 2013 03:47:29 GMT
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No, like another poster said, it's been done before. It's also not one continuous texture, it's two

textures that run into each other (so if you trace it, it goes texture: A then B then A then B, on and on).

Subject: Re: Need Help Fixing Model Textures
Posted by [Gweetle](#) on Thu, 11 Apr 2013 03:54:54 GMT
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Keymaker wrote on Wed, 10 April 2013 23:46And did you try put both textures into one file/picture/texture?

Also I can look at it if you send me .blend file
I've sent you a PM.
