

Adding nice pictures to walls!

What we are going to do:

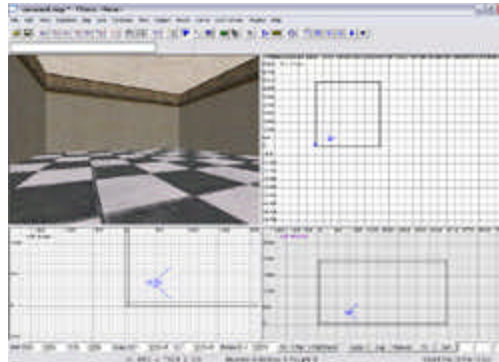
Will teach how to add pictures to walls, carpet to just certain parts, and what ever the mir wants hehehe!

Get Going!

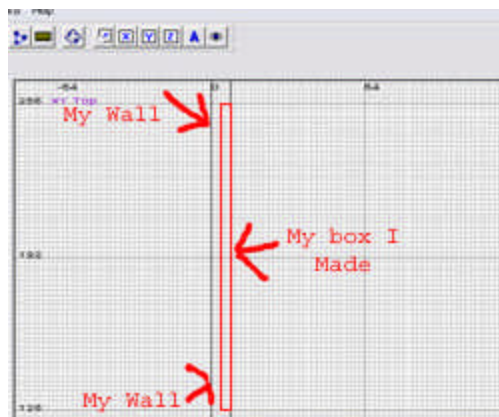
Okay, make a room any size, mine is 512x512x256! Then put the grid on 8, and the hallow out!

Apply any textures you want, I mainly use "Algiers" textures! ehhe!

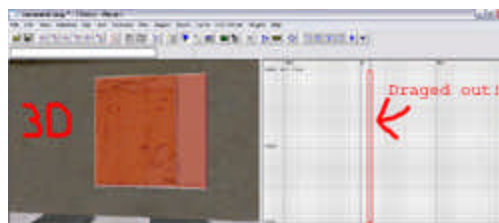
Should have something like this!



Now lets put the grid on 2 units! and in the top view, zoom in really close to one of the walls. Then draw a box 2 units wide, and any size long and high! I also applied the texture "Algiers/[africamap_1]" Like this:



Drag it out to the front of you wall a little bit, and also align view w/it in the 3D view!:



Now while your box is selected, hit the "S" key or go to "Textures/Surface Inspector". We going to align your texture up! so it fits nice and snug! When it opens, change what I have circled "red" to ".5" and ".5" both!



