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Subject: Re: Mapping an Image to a Polygon Object  
Posted by [David Fanning](#) on Wed, 15 May 2002 18:49:24 GMT  
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Brian Bell ([sailfalmouth@yahoo.com](mailto:sailfalmouth@yahoo.com)) writes:

> I need to map an image to be displayed on a polygon object. Can  
> someone explain to me how I can do this?  
>  
> I've tried using Texture\_Map, but I can't get it to work properly.

I think you have identified the crux of the problem: you  
have to get the Texture\_Map to work properly. :-)

The place I always get stuck is creating the Texture\_Coordinates,  
which maps each vertex of each of the the polygons to a particular  
location or pixel in the image I'm trying to map. I don't think  
there is any particular way to do it. I stare at the documentation  
until I'm cross-eyed, try to touch my nose with my tongue, then  
plunge in and make mistake after mistake. After a couple of hours  
of this, I usually get something to work.

Well, let's just say that's my method. I'd be happy to  
hear someone else's. :-)

Cheers,

David

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