
Subject: texture_coord

Posted by [Harald von der Osten-\[1\]](#) on Thu, 01 Nov 2001 12:20:56 GMT

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Hi,

maybe it's easier than I feel, but I don't came along with it:

I would like to map a jpeg-file onto a small part of a 3D-surface. It works fine if I consider the entire surface. But this is not what I want to have. The problem seems to be the array texture_coord.

If the surface is of an array of - lets say - 1000 x 1200, how could I map a jpeg-file onto this surface with the subsurface-grid-coordinates [100, 50], [200,50], [200,300], [100,300]? And: I hope that the jpeg-file can have a higher resolution than [100 x 250] pixels for this example?

Whatever I try - I get the error-message "number of vertices, normals, and texture coordinates do not match". Concerning to the online-help "TEXTURE_COORD property defines how individual data points within the image data are mapped...". I don't hope that each pixel in the jpeg-file must be referenced by corresponding coordinates....

Thanks for each encouraging hint...

Harald

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