

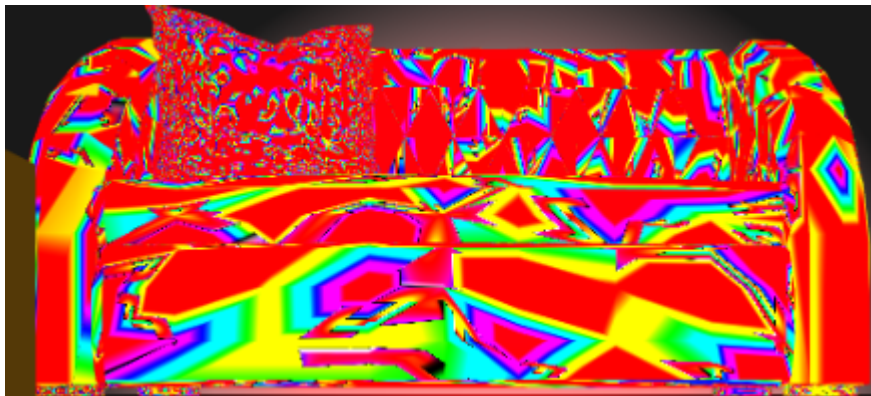
How to properly repeat texture on .obj model?

Asked 4 years, 7 months ago Modified 4 years, 7 months ago Viewed 478 times

When I load this picture on a sofa model:



I am getting this:



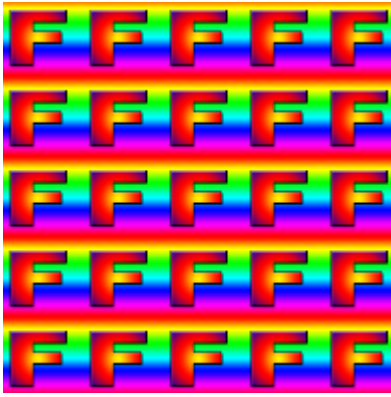
My texture parameters are like this:

```
gl.texParameteri(gl.TEXTURE_2D, gl.TEXTURE_WRAP_S, gl.CLAMP_TO_EDGE);  
gl.texParameteri(gl.TEXTURE_2D, gl.TEXTURE_WRAP_T, gl.CLAMP_TO_EDGE);  
gl.texParameteri(gl.TEXTURE_2D, gl.TEXTURE_MIN_FILTER, gl.LINEAR);
```

When I change `gl.CLAMP_TO_EDGE` to `gl.REPEAT`,

```
gl.texParameteri(gl.TEXTURE_2D, gl.TEXTURE_WRAP_S, gl.REPEAT);  
gl.texParameteri(gl.TEXTURE_2D, gl.TEXTURE_WRAP_T, gl.REPEAT);  
gl.texParameteri(gl.TEXTURE_2D, gl.TEXTURE_MIN_FILTER, gl.LINEAR);
```

Is this normal behaviour? I want to see this F repeated on the model. Such as this:



opengl webgl

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edited Jan 21, 2019 at 21:04

asked Jan 21, 2019 at 6:45



Community Bot

1 1



Applik

411 3 11

Does your model have st coordinates? If so, how are they set up? What does your fragment shader look like? – [visibleman](#) Jan 21, 2019 at 9:04

my model is .obj file. Apart from this texture only a light is implemented. In fragment shader I used `FragColor = Color*texture2D(u_texture, TextureCoordinates)` – [Applik](#) Jan 21, 2019 at 9:06

free3d.com/3d-model/round-sofa-14481.html this is the model I use. I downloaded .obj file. – [Applik](#) Jan 21, 2019 at 9:14

1 Answer

Sorted by:

Highest score (default)



2

You need to show your .OBJ loading code.

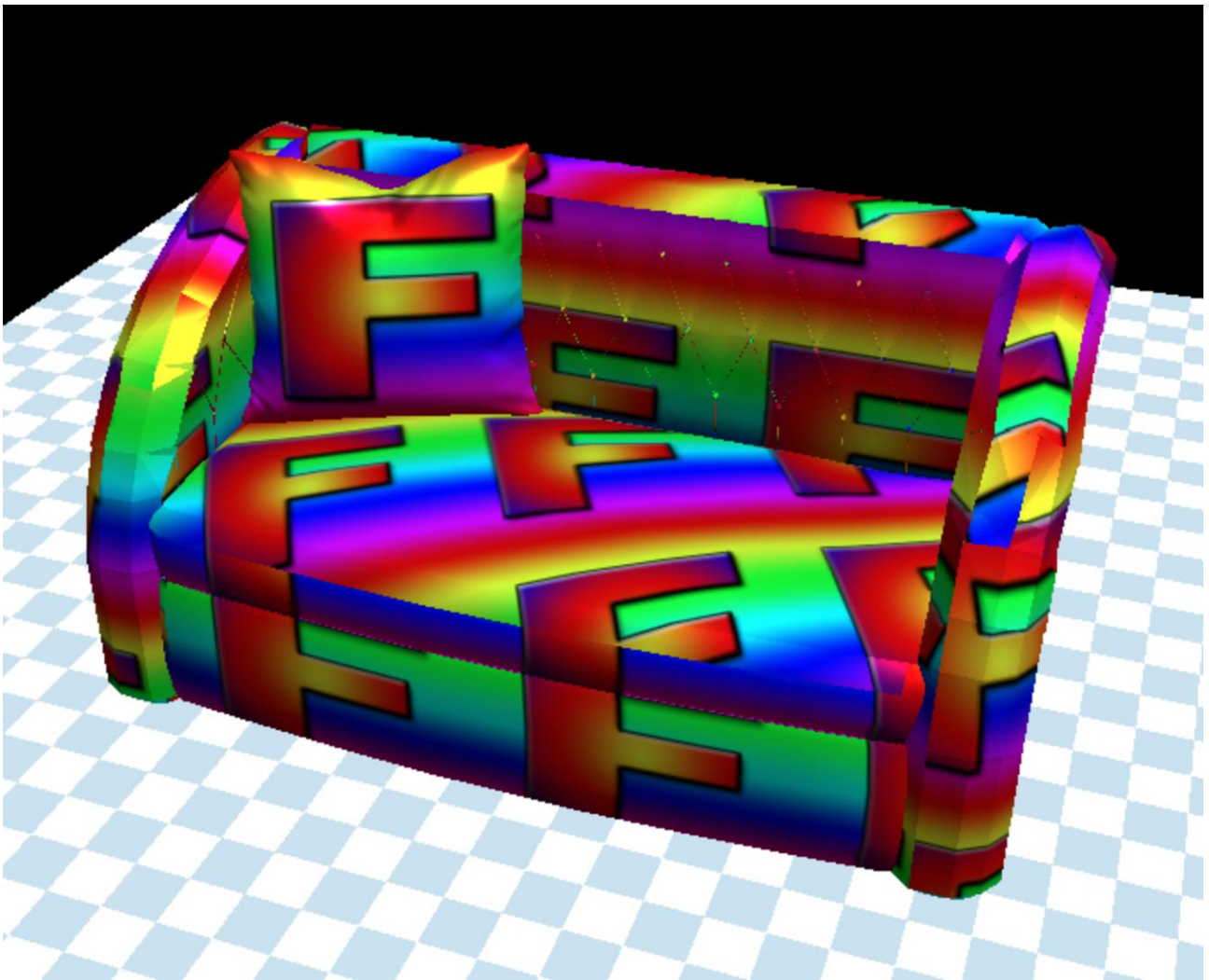
Loading the same file in THREE.js and applying the same texture I get this



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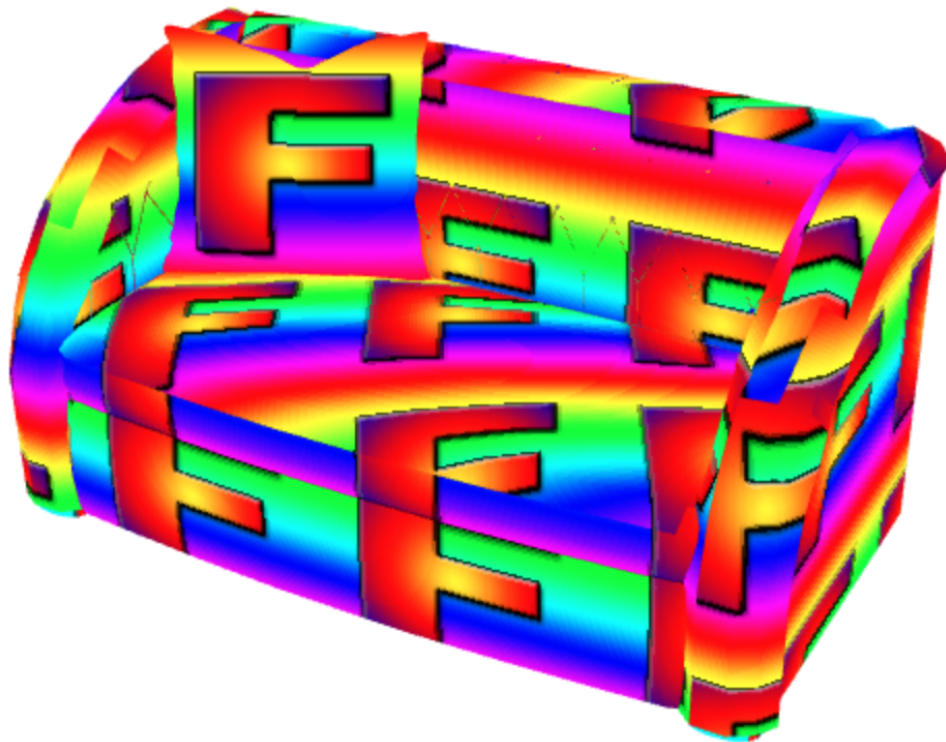




I used the example at the bottom of [this page](#) and then after loading the model I walked through all the nodes and applied the texture like this

```
const loader = new THREE.TextureLoader();
const texture = loader.load('resources/images/f-texture.png');
texture.wrapS = THREE.RepeatWrapping;
texture.wrapT = THREE.RepeatWrapping;
root.traverse((node) => {
  if (node.material) {
    if (Array.isArray(node.material)) {
      node.material.forEach((m) => {
        m.map = texture;
      });
    } else {
      node.material.map = texture;
    }
  }
});
```

I also wrote quick my own .OBJ loader



A completely random guess, looking in the .OBJ file the texture coordinates are 3D

Looking at the file itself I see the texture coordinates are 3D

```
vt -0.7657 0.1621 1.3290
vt -0.7585 0.1439 1.3329
vt 0.2553 0.1439 1.8866
vt 0.2553 0.1621 1.8866
vt 1.2742 0.5898 0.6789
...
```

Instead of the normal 2D. Checking the three.js loading code it appears to ignore the 3rd coordinate. Is it possible you're loading all 3 values for each coordinate but indexing them by 2?

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edited Jan 21, 2019 at 18:36

answered Jan 21, 2019 at 17:00



gman

101k

31 269 393

Thanks for the answer. I think I should find an object with only 2d coordinates. I am using this loader. [gismo150.github.io/WebGL-Editor2-master/JsDoc/webgl-obj-loader/...](https://github.com/gismo150/WebGL-Editor2-master/JsDoc/webgl-obj-loader/) By the way I am a fan of your tutorials. Thanks so much for all gman. – Applik Jan 21, 2019 at 18:41

1 change line 191 to `textures.push.apply(textures, elements.slice(0, 2));` and it will might work. [gman Jan 22, 2019 at 1:26](#)

Thank you. Your suggestion works perfectly! This was the problem indeed. – [Applik](#) Jan 22, 2019 at 5:40

