Subject: getting rid of vertex paint
Posted by Anonymous on Fri, 10 Jan 2003 15:08:00 GMT

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I wouldn't even use vertex paint, if I were you... Low polygon meshes are worthless for it. You're able to do things much more precisely by editing the vertex colors.Select the vertexes you want to be blended, scroll down in the toolbar to the bottom, then open the surface properties rollout... Edit the vertex colors to black and it will color them black. If you don't see black on your mesh, right click and select properties. Then hit the "Vertex Color" checkbox. You'll see the black vertex painting appear.To totally erase the black\grey\light grey colors, just zoom out, select the mesh, then select all the vertices by making a large selection box around the mesh. Make their vertex colors turn white.