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Subject: Texture blendings with terrain.

Posted by [Anonymous](#) on Wed, 27 Nov 2002 09:22:00 GMT

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quote:Originally posted by Laser2150:The Only Logical Way to do that would be alpha blending... but the problem is that you would have concrete growing from the grass. Before the textures change to the full design, they mix together, and that would look unrealistic"I now feel stupider for hear it"What was your point?! I see the words, but I don't understand what you are saying.About the concrete on the grass. WS already has concrete bases for their buildings so there is no need to make another one. Only for new buildings, like the construction yard, would it be useful.

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