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Subject: Texture blendings with terrain.

Posted by [Anonymous](#) on Wed, 27 Nov 2002 08:55:00 GMT

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quote:Originally posted by npsmith82: quote:Originally posted by SomeRhino:Alot of us do use that technique in our maps (called alpha blending.) Blending into concrete isn't realistic IMO though, how often do you see grass growing out of concrete?(barring cracks, that is.) Mostly it's used to blend terrain meshes into other meshes, like tiberium fields into grass.I've known of alpha blending for over 3 months, and i'm totally aware that it's currently used for tiberium/grass/dirt and other purposes.My point is that why has nobody kept the format that westwood used in the buildings from SP? In my opinion it looks much better.As for "alot of us do" i assume you're referring just to the technique of alpha blending as a whole. I've downloaded around 30 of the most popular maps and i've seen NO maps whatsoever that have alpha blended the base concrete.Right, I was referring to alpha blending as a whole. Actually, you've just given me the idea to do it on my next map with the snow. Thanks.

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