Posted by Anonymous on Sun, 06 Oct 2002 18:33:00 GMT
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Ok, there is a bunch of things that might be a problem.You've: Selected and applied a material to your mesh. Assuming the material is two pass. You can apply the paint vertex modifier. And then once you've applied the paint vertex modifier you may need to select the option "Vert Color" or "Shaded"Before I finish, are you just having problems seeing the applied texture or blending?