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Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Thu, 27 Jun 2002 15:42:00 GMT

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Ok, well you see how I Vertex Painted the terrain? That is how I alpha-blended. To make a tiberium field: Select the faces you want, and there is a button in the modifier box called, "Detach," select that. Check Detach as element. Now just make a new texture-map (Using the tiberium texture and one of your choice) and drag and drop it onto the newly created element. It is best to alpha-blend from black to white. so try to erase all the vertex paint modifier in that area. Does that help? Make sure you have VAlpha checked in your W3D properties. I think I will do some expounding on that, as someone else asked me a similar question. But notice in the Lunar\_Landing.gmax, I have made the tiberium field a separate element. It is better to do that then to make a new object.

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