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Subject: Making A Texture Alpha-Blend

Posted by [Blazea58](#) on Sun, 25 Jul 2004 17:13:53 GMT

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[quote="Sanada78"]I suppose you can notice the tilling, especially the bottom half. Would you think adding trees like in the Ren one will improve it?

That highly improves it, but the only thing is the tree backdrop mesh, has texture stretching on it.. What id suggest doing instead, is having several meshes at slightly differnt places just scattering that area.

Other then that, it looks really crazy, i still have yet to learn alpha channels.

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