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Subject: Re: Texturing

Posted by [Zion](#) on Wed, 13 Jun 2007 09:33:48 GMT

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Alpha blend or detach and rename.

Alpha blending is if you want to blend to textures into eachother. Like rock and grass, you don't want a sharp line between the two textures, so you use alpha blending to make it look nice.

Detach is selecting polygons and clicking the detach button. Give it a name and then click ok. Then deselect everything and select only the mesh you want and give that a separate texture to the adjacent one.

Both of these are used in texturing any map.

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