Subject: Re: Texture Mapping and Blending
Posted by Blazea58 on Fri, 22 May 2009 08:21:23 GMT

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What i always used to do was just texture everything with the exact same texture on pass 2 and use pass 1 for all your different materials.

 Then when it comes to vertex paint, instead of putting it around the edges, put it in the middle avoiding any of the very edges of any mesh. Then re select every single mesh and redo the uvw all at once and it should be perfectly seamless.