Subject: VertexPaint - Different Brush Sizes..
Posted by Burn on Tue, 15 Feb 2005 20:52:06 GMT
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Hey- quick question: Is there any possible way to change the size of the paintbrush when you're using VertexPaint? Everytime I use it, it's always far too big, and I'd like a smaller area to be a different texture. Thanks.

Subject: VertexPaint - Different Brush Sizes..
Posted by Spice on Tue, 15 Feb 2005 20:59:57 GMT
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I asked that same thing like a year or two ago. No , there are not any other brushes. Though you can grab vertices and in editable mesh scroll down and look for the color and change it from white to black. It's a little better.

I always wanted to know if there was a way to export your terrain from gmax and use the texturing meathods in LE heightfield to texture. Textruing in height field is so easy.

Subject: VertexPaint - Different Brush Sizes..
Posted by Burn on Tue, 15 Feb 2005 21:18:14 GMT
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Yeah, that would be nice to be able to do that.

Subject: VertexPaint - Different Brush Sizes..
Posted by Naamloos on Tue, 15 Feb 2005 21:32:50 GMT
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Quote:I always wanted to know if there was a way to export your terrain from gmax and use the texturing meathods in LE heightfield to texture. Textruing in height field is so easy.

IF you somehow got info on this... Tell me... I hate texturing in Gmax/renX.

Subject: VertexPaint - Different Brush Sizes..
Posted by Burn on Tue, 15 Feb 2005 21:35:52 GMT
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I don't mind texturizing in Gmax too much, it's just that it's so time consuming. Heightfield texturizing is so simple, and you can actually get a preview of how it will look while you're texturizing.