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Subject: Texture blendings with terrain.

Posted by [Anonymous](#) on Tue, 26 Nov 2002 23:05:00 GMT

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I was just wondering, there's something done in all the SP missions that include C&C structures that i've not seen anybody recreate in their custom maps. This effect seems to make it look better and adds a sense of class to any map it's seen in. I'm talking about the texture blending between the grass terrain underneath the building and the base layer of the building itself. [See Screenshot]. Why has nobody included this VERY needed effect into any maps? Is there a good reason? If not, i really suggest everyone adding this into their future map designs.Thanks.

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Subject: Texture blendings with terrain.

Posted by [Anonymous](#) on Tue, 26 Nov 2002 23:10:00 GMT

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Alot of us do use that technique in our maps (called alpha blending.) Blending into concrete isn't realistic IMO though, how often do you see grass growing out of concrete?(barring cracks, that is.) Mostly it's used to blend terrain meshes into other meshes, like tiberium fields into grass.

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Subject: Texture blendings with terrain.

Posted by [Anonymous](#) on Tue, 26 Nov 2002 23:23:00 GMT

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actually it gives that semi tall grass look, as if the base isn't mowed on a daily basis...

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Subject: Texture blendings with terrain.

Posted by [Anonymous](#) on Wed, 27 Nov 2002 01:37:00 GMT

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quote:Originally posted by SomeRhino:Alot of us do use that technique in our maps (called alpha blending.) Blending into concrete isn't realistic IMO though, how often do you see grass growing out of concrete?(barring cracks, that is.) Mostly it's used to blend terrain meshes into other meshes, like tiberium fields into grass.I've known of alpha blending for over 3 months, and i'm totally aware that it's currently used for tiberium/grass/dirt and other purposes.My point is that why has nobody kept the format that westwood used in the buildings from SP? In my opinion it looks much better.As for "alot of us do" i assume you're referring just to the technique of alpha blending as a whole. I've downloaded around 30 of the most popular maps and i've seen NO maps whatsoever that have alpha blended the base concrete.

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Subject: Texture blendings with terrain.

Posted by [Anonymous](#) on Wed, 27 Nov 2002 07:39:00 GMT

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The Only Logical Way to do that would be alpha blending... but the problem is that you would have concrete growing from the grass. Before the textures change to the full design, they mix together, and that would look unrealistic

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Subject: Texture blendings with terrain.

Posted by [Anonymous](#) on Wed, 27 Nov 2002 08:55:00 GMT

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quote:Originally posted by npsmith82: quote:Originally posted by SomeRhino:Alot of us do use that technique in our maps (called alpha blending.) Blending into concrete isn't realistic IMO though, how often do you see grass growing out of concrete?(barring cracks, that is.) Mostly it's used to blend terrain meshes into other meshes, like tiberium fields into grass.I've known of alpha blending for over 3 months, and i'm totally aware that it's currently used for tiberium/grass/dirt and other purposes.My point is that why has nobody kept the format that westwood used in the buildings from SP? In my opinion it looks much better.As for "alot of us do" i assume you're referring just to the technique of alpha blending as a whole. I've downloaded around 30 of the most popular maps and i've seen NO maps whatsoever that have alpha blended the base concrete.Right, I was referring to alpha blending as a whole. Actually, you've just given me the idea to do it on my next map with the snow. Thanks.

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Subject: Texture blendings with terrain.

Posted by [Anonymous](#) on Wed, 27 Nov 2002 09:22:00 GMT

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quote:Originally posted by Laser2150:The Only Logical Way to do that would be alpha blending... but the problem is that you would have concrete growing from the grass. Before the textures change to the full design, they mix together, and that would look unrealistic"I now feel stupider for hear it"What was your point?! I see the words, but I don't understand what you are saying.About the concrete on the grass. WS already has concrete bases for their buildings so there is no need to make another one. Only for new buildings, like the construction yard, would it be useful.

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