Subject: Shading Textures
Posted by Anonymous on Mon, 02 Dec 2002 17:28:00 GMT
View Forum Message <> Reply to Message

I shaded a dirt texture over my grass texture to make a path. Now, i wat to make a tiberium field by shading it onto my plain. How do you shade on a 3rd texture??

Subject: Shading Textures
Posted by Anonymous on Mon, 02 Dec 2002 18:59:00 GMT
View Forum Message <> Reply to Message

You'll have to split the mesh and apply two different materials that blend to a similar color.

Subject: Shading Textures
Posted by Anonymous on Tue, 03 Dec 2002 19:38:00 GMT
View Forum Message <> Reply to Message

and its blending not shading...