
Subject: Alpha Blending in 3DSMax
Posted by [Anonymous](#) on Sat, 21 Dec 2002 10:34:00 GMT
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I know how to in GMax, but can anyone tell me how to in 3DSMax? I checked on 3DCafe.com, but I couldn't find a tutorial on it.

Subject: Alpha Blending in 3DSMax
Posted by [Anonymous](#) on Sat, 21 Dec 2002 11:08:00 GMT
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If I remember correctly, you can assign a second texture to a polygon, using a different map channel, and use the alpha map from the first texture to blend them.

Subject: Alpha Blending in 3DSMax
Posted by [Anonymous](#) on Sat, 21 Dec 2002 11:09:00 GMT
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Click the Get material button, and select blend. I think you should be able to go from there.

Subject: Alpha Blending in 3DSMax
Posted by [Anonymous](#) on Sat, 21 Dec 2002 15:34:00 GMT
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quote:Originally posted by Ingrownlip:Click the Get material button, and select blend. I think you should be able to go from there. Not really, could you expand a bit? I did that, and assigned two different diffuse maps to it, but it still only looks like one.

Subject: Alpha Blending in 3DSMax
Posted by [Anonymous](#) on Sat, 21 Dec 2002 16:39:00 GMT
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Ok, you're almost there... You have to put in a Gradient material for a mask. And then use the variables below to change it how you want.

Subject: Alpha Blending in 3DSMax
Posted by [Anonymous](#) on Sat, 21 Dec 2002 17:54:00 GMT
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Okay, that works, thanks Now...is there anyway to have three materials? What I have is a cliff

texture, mud and grass, and theres one polygon where they all meet.If not, I could just go without one of them, but it'd look nicer if I could blend all of them there too.

Subject: Alpha Blending in 3DSMax
Posted by [Anonymous](#) on Sat, 21 Dec 2002 18:01:00 GMT
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And...is there any way to do it using Vertex Paint like you do in RenX?It'd be a lot easier, as now it just makes the the polygon half and half :S

Subject: Alpha Blending in 3DSMax
Posted by [Anonymous](#) on Sun, 22 Dec 2002 12:11:00 GMT
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There is vertex painting in 3D Studio, but I haven't used it. You're on your own with that one

Subject: Alpha Blending in 3DSMax
Posted by [Anonymous](#) on Wed, 25 Dec 2002 22:08:00 GMT
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Yeah, I can't paint the Vertices but I don't know how to make it blend the textures with it :S

Subject: Alpha Blending in 3DSMax
Posted by [Anonymous](#) on Wed, 25 Dec 2002 23:00:00 GMT
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Aha! I think using Vertex Color as a mask instead of gradient will work. Let me test it.

Subject: Alpha Blending in 3DSMax
Posted by [Anonymous](#) on Thu, 26 Dec 2002 13:28:00 GMT
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hey guys what d'you use 3dsmax for?

Subject: Alpha Blending in 3DSMax
Posted by [Anonymous](#) on Thu, 26 Dec 2002 13:36:00 GMT
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It's an advanced version of GMax. GMax/RenX is the free version of 3DSMax with a lot of features

taken out.
