Subject: I got a question...
Posted by Anonymous on Wed, 25 Dec 2002 15:09:00 GMT
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I have a rock texture, and a water texture belended ontop of it. (The water is moving, therefore taking up 2 passes   ) The rock texture is the 3rd pass. Is it possible to blend a different texture onto the rock along with the water?   In other words, is it possible to have 3 different textures blended (Using the vertex paint) on one plane?   [December 25, 2002, 15:09: Message edited by: maytridy]

Subject: I got a question...
Posted by Anonymous on Wed, 25 Dec 2002 15:14:00 GMT
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Why do you have a water texture blended on the rock? you tring to get it to look like water is flowing over it? Dont do that. it isnt necessary. [December 25, 2002, 15:41: Message edited by: DeafWasp]

Subject: I got a question...
Posted by Anonymous on Wed, 25 Dec 2002 15:58:00 GMT
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Its a river, You may think that it looks bad, but I made banks and stuff and it looks incredible. Plus, thats not even rellivant to my question. I want to know how to blend 3 textures like in Ack's C&C_Beach. Dont spam or flame either.   [December 25, 2002, 16:00: Message edited by: maytridy]

Subject: I got a question...
Posted by Anonymous on Wed, 25 Dec 2002 16:04:00 GMT
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I hope your not b*tching at me, but no. what ACK did in beach was not blend 3 textures on 1 plane.I beleive he detached the necessary polys as a new object and had 2 textures per object. he then blended them so it seemed seemless.If im wrong, he shall swoop down and bonk me on the head. [December 25, 2002, 16:04: Message edited by: DeafWasp]

Subject: I got a question...
Posted by Anonymous on Wed, 25 Dec 2002 16:47:00 GMT
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quote: I beleive he detached the necessary polys as a new object and had 2 textures per object. he then blended them so it seemed seemless. Thats probably the best way of doing it. It may be

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possible to blend 3 textures, but it would probably take a very heavy toll on the game engine.

Subject: I got a question...
Posted by Anonymous on Wed, 25 Dec 2002 18:46:00 GMT
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Prob Solved. THanks! [December 25, 2002, 18:47: Message edited by: maytridy]