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Subject: Texturing

Posted by [-IC-sniper7](#) on Fri, 06 Oct 2006 15:58:45 GMT

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How do you get different textures on the same mesh.

example: Grass and Sand or rock combination.

example: Tiberium Terrain

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Subject: Re: Texturing

Posted by [Zion](#) on Fri, 06 Oct 2006 17:35:23 GMT

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It's called Alpha Blending, look for tutorials here.

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Subject: Re: Texturing

Posted by [-IC-sniper7](#) on Sun, 08 Oct 2006 13:49:05 GMT

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thanks a lot. didnt knew it was called alpha blending

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