Subject: Advanced Alpha Blend
Posted by c0vert7 on Thu, 01 Mar 2007 18:38:16 GMT
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How do I do that advanced alpha blend where you have one base texture,(e,g- L05_Grass) and you have a river with dirt for the bottom of the river, but you also got mountains that are a different texture and than theres the tiberium to worry about. How do I make them all blend in with L05_Grass because that texture touches them all. I tried some tutorials but everyone of them had something the other one didn't and to top that off the only go up to 2 pass counts. Do I have to increase the pass counts to 4? And than which pass tab would be the base texture and which would be the others.

Subject: Re: Advanced Alpha Blend
Posted by Cpo64 on Thu, 01 Mar 2007 19:59:50 GMT
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No, you break the grass texture into several parts.
So say on the left side of a plane you have rock, the right side tiberium, and grass in the middle, you split the plane and half, and apply a texture to the left side that has rock and grass, and on the right side, you apply one that has grass and tiberium. It gets a little bit more complicated then that, but thats the gist.

Subject: Re: Advanced Alpha Blend
Posted by c0vert7 on Thu, 01 Mar 2007 21:32:56 GMT
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I was looking more towards a whole tutorial LOL. Cause all the alpha blending tutorials have everything mixed around and I dont know what ones right cause they always screw me over.