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Subject: Blending and Tunnels

Posted by [Anonymous](#) on Sun, 23 Feb 2003 15:56:00 GMT

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I know how to blend 2 textures but is there a way to blend three textures? so like you can have the ground and mountain textured plus like a road or something. also is there a way for four? if so, how?also, is there a way to easily make tunnels, cause the way i'm doin it doesn't really seem to work well and it's very hard. is there like a tutorial somewhere?Thanks

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Subject: Blending and Tunnels

Posted by [Anonymous](#) on Sun, 23 Feb 2003 16:16:00 GMT

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1. Try adding 3 of those tab things, ya know under the material editor, then just repeat the process of blending em for all three, but with the most common one as the base.2. Make a plane (or whatever your base model is) and give it a pretty substancial amount of polys, then go to edit mesh, select polygon, click on one of the polygons (you may have to change the window properties to see the separating lines) and scroll down on the edit mesh side window thing until you see 'extrude,' then click and drag on the bottom arrow and the poly should subside from the mesh in an opposite direction (then just delete the polygon so you can walk through). Hot dang that was long but it's what I do, even though there's probably better ways

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Subject: Blending and Tunnels

Posted by [Anonymous](#) on Sun, 23 Feb 2003 16:25:00 GMT

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I see how you'd add 3 tabs but how would you tell which texture ur turning it into? maybe if you used a different color?could you make ur tunnel description a lil more clear plz? im not really understanding what you're saying. yeah I know extrube but if you just select it all and just delete middle things the inside is just like invisible and there's no ceiling [ February 23, 2003, 16:29: Message edited by: MoDMaNiA ]

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Subject: Blending and Tunnels

Posted by [Anonymous](#) on Sun, 23 Feb 2003 16:37:00 GMT

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I just thought of something.. I could like make a 3 by however long and extrude it up by 3, then take the side and extrude it however long it was from the x or y axis.

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Subject: Blending and Tunnels

Posted by [Anonymous](#) on Sun, 23 Feb 2003 16:50:00 GMT

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Detach it, for multiple textures

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Subject: Blending and Tunnels

Posted by [Anonymous](#) on Tue, 25 Feb 2003 00:42:00 GMT

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yeah, like do a left view and detach all the polys on the side could be the walls. the ceiling and floor would have same texture. only problem is it's hard to fit into a mountain and make it right size n stuff :/ [ February 24, 2003, 12:43: Message edited by: MoDMaNiA ]

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