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Subject: Mapping Help

Posted by [mr£\\$Ä-z](#)

on Mon, 18 Aug 2008 18:22:33 GMT

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How do i Paint Tiberium fields in 3D Studio Max?

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Subject: Re: Mapping Help

Posted by [Gen\\_Blacky](#) on Mon, 18 Aug 2008 18:45:32 GMT

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vertex paint ?

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Subject: Re: Mapping Help

Posted by [mr£\\$Ä-z](#)

on Mon, 18 Aug 2008 19:10:49 GMT

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How and where do i find this function? lol

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Subject: Re: Mapping Help

Posted by [Gen\\_Blacky](#) on Mon, 18 Aug 2008 21:42:29 GMT

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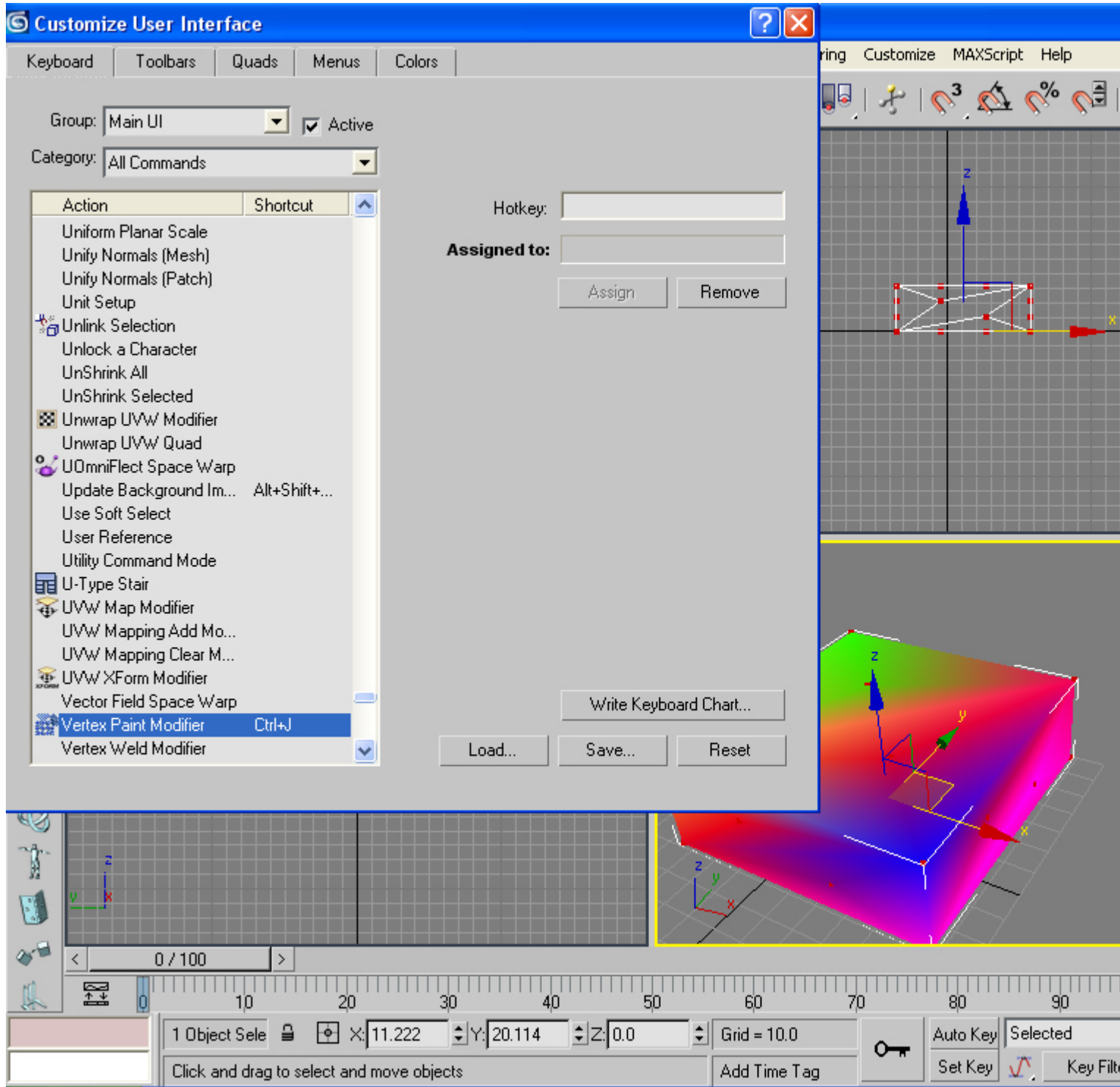
im not sure if you are talking about vertex paint look at uploaded screen shot.

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### File Attachments

1) [paint.jpg](#), downloaded 145 times

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Subject: Re: Mapping Help

Posted by [mrÅ£Äz](#)

on Mon, 18 Aug 2008 22:06:10 GMT

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Gen\_Blacky wrote on Mon, 18 August 2008 16:42im not sure if you are talking about vertex paint look at uploaded screen shot.

ermmm i think thats it but how do i choose the Tiberium texture?

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Subject: Re: Mapping Help  
Posted by [bisen11](#) on Wed, 20 Aug 2008 04:41:43 GMT  
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I use renx so I'm not sure. But what I usually do in there is separate the polygons for the tib feild from the normal feild then choose the texture for it.

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Subject: Re: Mapping Help  
Posted by [Gen\\_Blacky](#) on Wed, 20 Aug 2008 05:48:02 GMT  
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bisen11 wrote on Tue, 19 August 2008 23:41 I use renx so I'm not sure. But what I usually do in there is separate the polygons for the tib feild from the normal feild then choose the texture for it.

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