Subject: Alpha Blending
Posted by The Party on Mon, 27 Apr 2009 19:48:01 GMT
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Is there a better way to create nice buffered alpha blend layer around detached items like tib fields? I did the textures in RenX and used the Vertex pain tool.
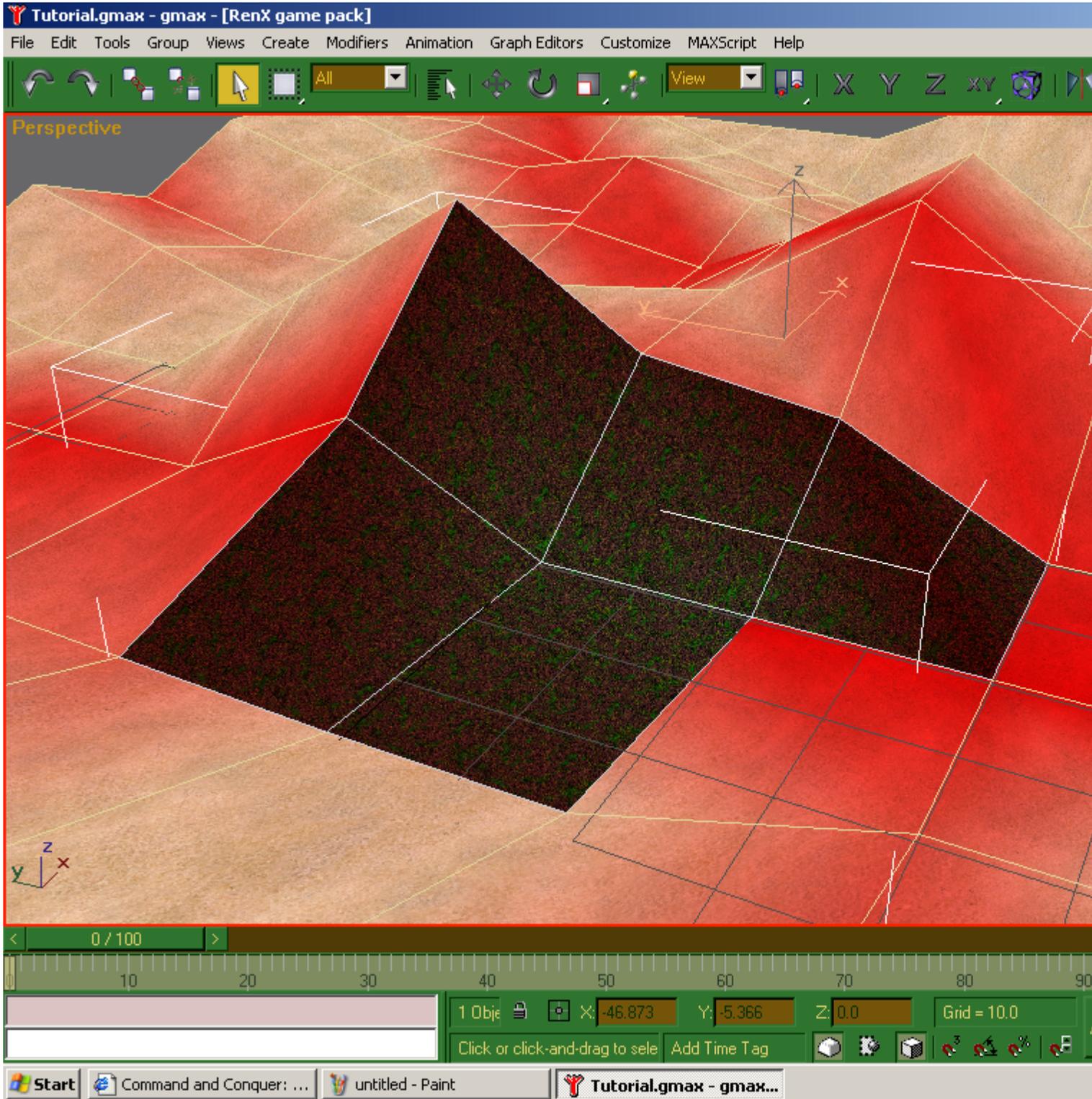
It looks okay but when I go into LE it sucks.
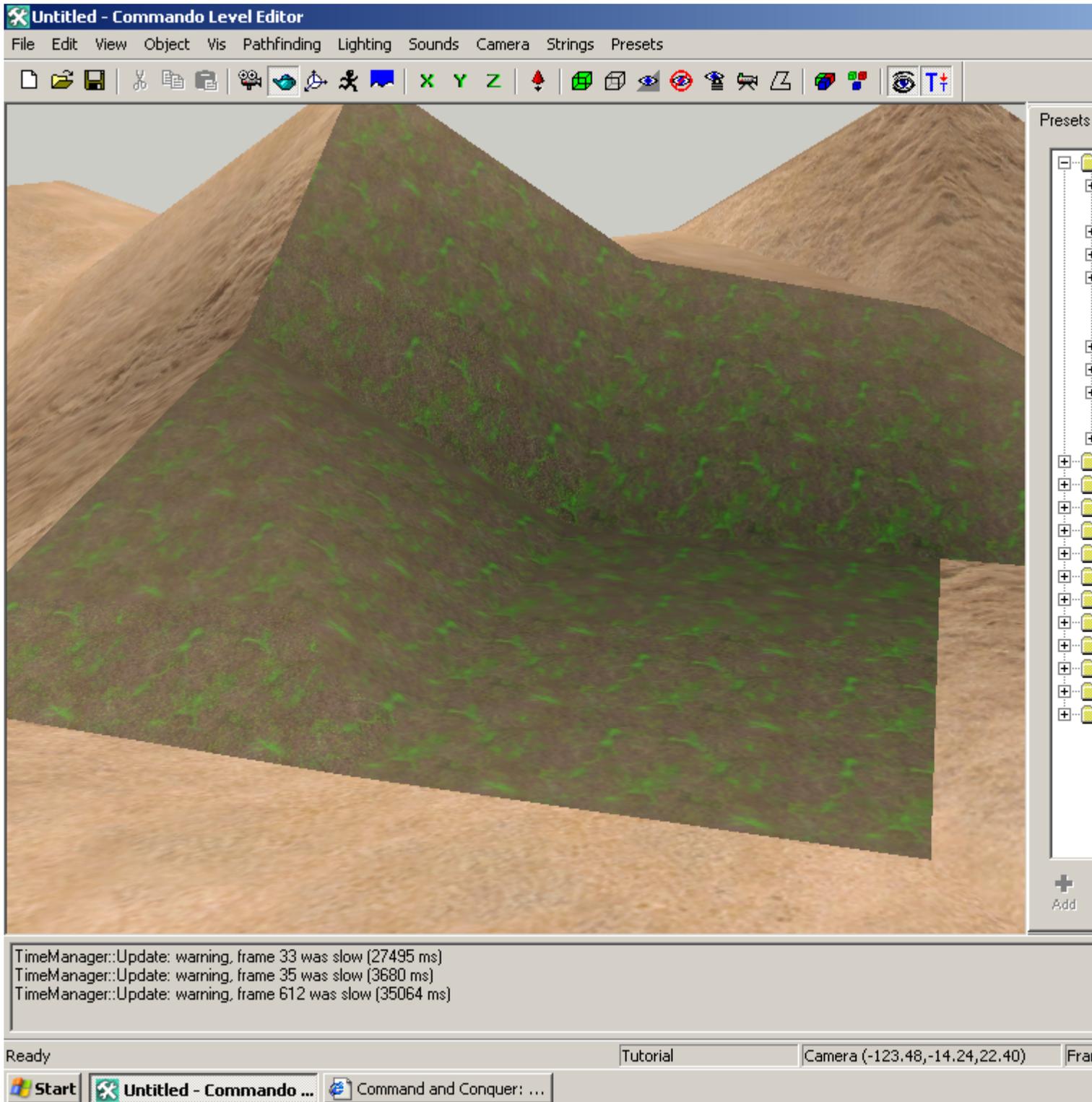
So how can I perfect my technice and do this better?

File Attachments
1) 1.PNG, downloaded 570 times

2) 2.PNG, downloaded 579 times

Untitled - Commando Level Editor

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets

Presets

TimeManager::Update: warning, frame 33 was slow (27495 ms)
TimeManager::Update: warning, frame 35 was slow (3680 ms)
TimeManager::Update: warning, frame 612 was slow (35064 ms)

Ready   Tutorial   Camera (-123.48,-14.24,22.40)   Fran

Start   Untitled - Commando ...   Command and Conquer: ...

Subject: Re: Alpha Blending
Posted by Di3HardNL on Mon, 27 Apr 2009 20:09:03 GMT
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I see you use red paint to paint on the meshes?
When you use black paint with opacity 100 it will look way better.

Subject: Re: Alpha Blending
Posted by Canadacdn on Mon, 27 Apr 2009 22:21:43 GMT
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http://renhelp.net/index.php?mod=Tutorials&action=view&id=21

This tutorial has a nice section on alpha blending.

Subject: Re: Alpha Blending
Posted by The Party on Tue, 28 Apr 2009 15:36:37 GMT
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So there is not way to paint the meshes with a smaller brush? Everytime I use the vertex tool for
the paint it always messes up and someway paints the whole mesh.

Subject: Re: Alpha Blending
Posted by Gen_Blacky on Thu, 30 Apr 2009 21:47:45 GMT
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create more polys. It paints the vertexes , the more vertexes u have the smaller the spread you
will have.

Subject: Re: Alpha Blending
Posted by The Party on Fri, 01 May 2009 13:28:06 GMT
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So like I have my tibe filed which has like 10 polygons then I tesselate it with like 180 and then try
vertex paint?

Subject: Re: Alpha Blending
Posted by Gen_Blacky on Fri, 01 May 2009 15:51:03 GMT
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yes