Subject: Alpha blending. Posted by YazooGang on Mon, 06 Jul 2009 04:13:12 GMT View Forum Message <> Reply to Message

It is possible in 3ds max? I have tried alot of stuff but all tutorials of alpha blending are for renx and the vertex paint thing in 3ds max is much different. I was about 90% done with making the C&C City.max and this problem came out.

Subject: Re: Alpha blending. Posted by mrãçÄ·z on Mon, 06 Jul 2009 08:30:58 GMT View Forum Message <> Reply to Message

For single Textures, like fences, lamps etc you need to change

Blend Mode to Alpha Blend. (On Shaders Tab). About the Vertex paint, i also cant get it work in 3DS MAX. i really need it for my Campaign.

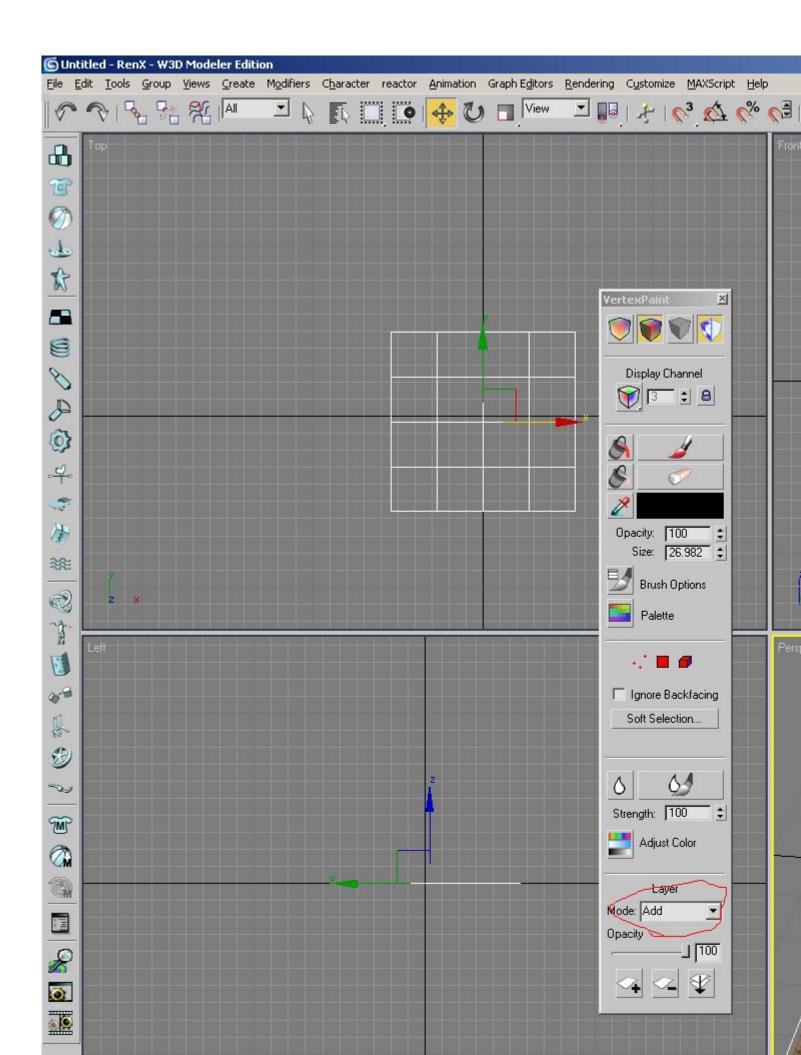
Toggle Spoiler

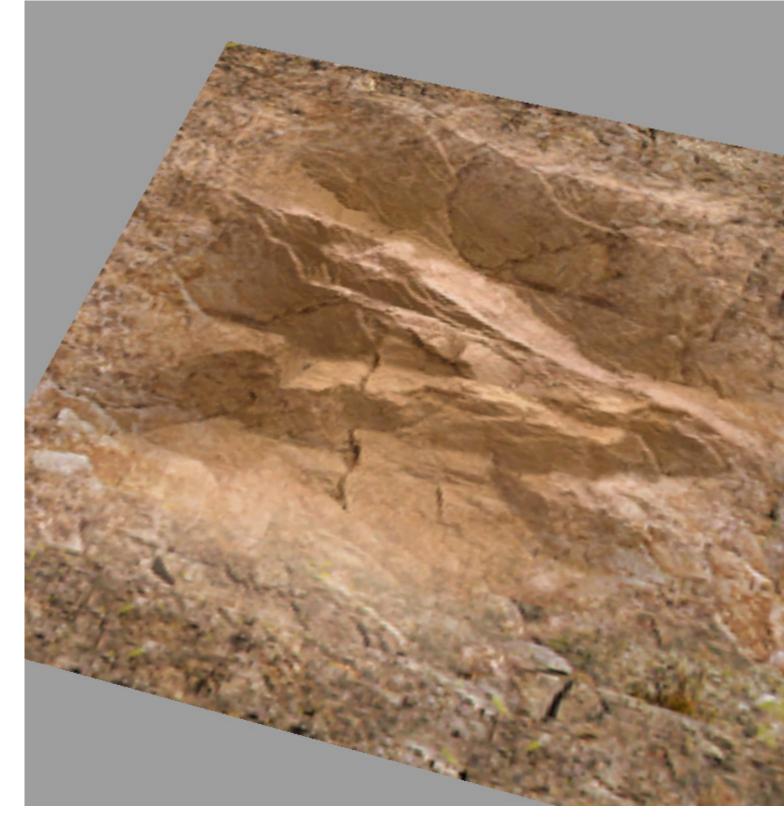
Subject: Re: Alpha blending. Posted by Gen\_Blacky on Mon, 06 Jul 2009 09:17:11 GMT View Forum Message <> Reply to Message

alpha blending needs a alpha channel

File Attachments 1) test.JPG, downloaded 160 times

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Subject: Re: Alpha blending.

Thanks Mr.VeryNiceGuy!

Whats your old nick again? Gen Blacky or something like that right?

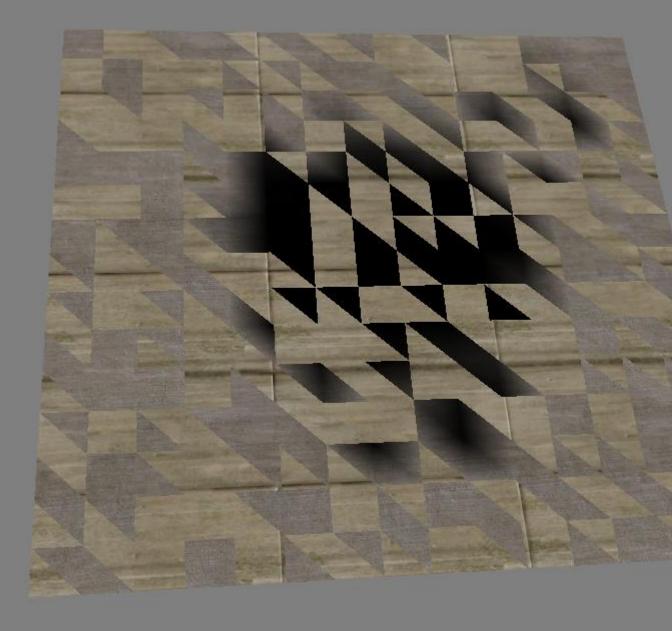
Subject: Re: Alpha blending. Posted by YazooGang on Mon, 06 Jul 2009 15:33:04 GMT View Forum Message <> Reply to Message

Omg, i get this in w3d viewer

File Attachments
1) nadayel.JPG, downloaded 256 times

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lol what you do, make sure you have the right texture and w3d settings.

File Attachments
1) untitled.JPG, downloaded 157 times

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Ġ Material Editor - 01 - Default	More Sets
Material Navigation Options Utilities	Asset Browser
	Camera Match
	Collapse
	Color Clipboard
	Measure
	Motion Capture
	Reset XForm
	MAXScript
	reactor
	- W3D Export Settings
	Object Export Options
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🏷 01 - Default 🗾 🦳 🤍 3D	Export Transform (Bone)
	Export Geometry
Vertex Material   Shader   Textures	
Blend	Geometry Options
Blend Mode: Opaque	Normal 2 Sided Cam-Paral. Hide
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Pass 2	I Projectile I Camera
Vertex Material   Shader   Textures	✓ Vehicle
Blend	
Blend Mode: Alpha Blend	- W3D Tools
	Select by W3D Type
Src: Src Alpha V Dest: 1-Src Alpha	Select Bones
Src: Src Alpha 💌 Dest: 1-Src Alpha 💌 Write ZBuffer 🔽 Alpha Test	Select Geometry
	Select Alpha Meshes

Subject: Re: Alpha blending.

My hero I didnt check the valpha thing.

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