Subject: Alpha blending.
Posted by YazooGang on Mon, 06 Jul 2009 04:13:12 GMT
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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 mrÃ£Ã§Ä·z on Mon, 06 Jul 2009 08:30:58 GMT
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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
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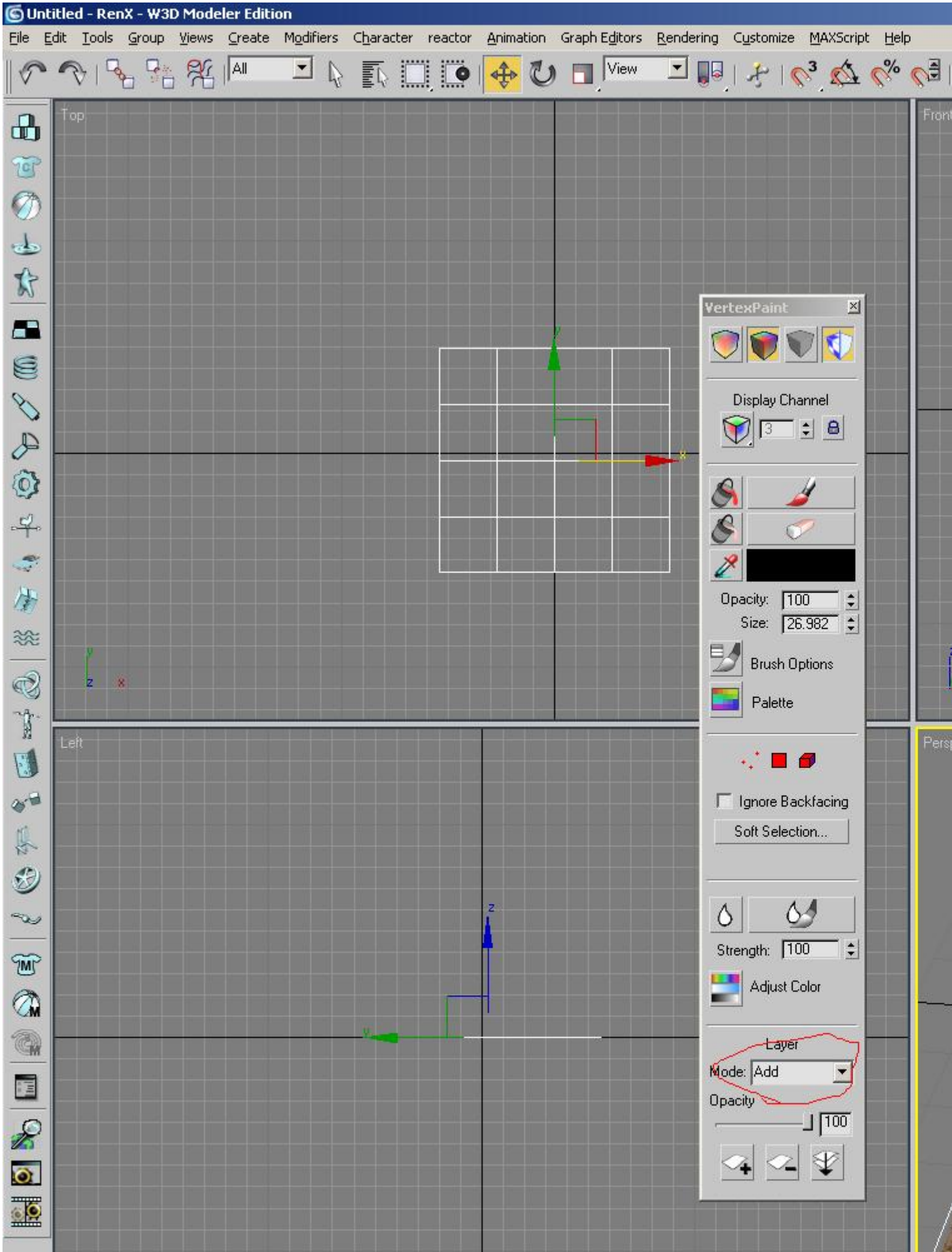
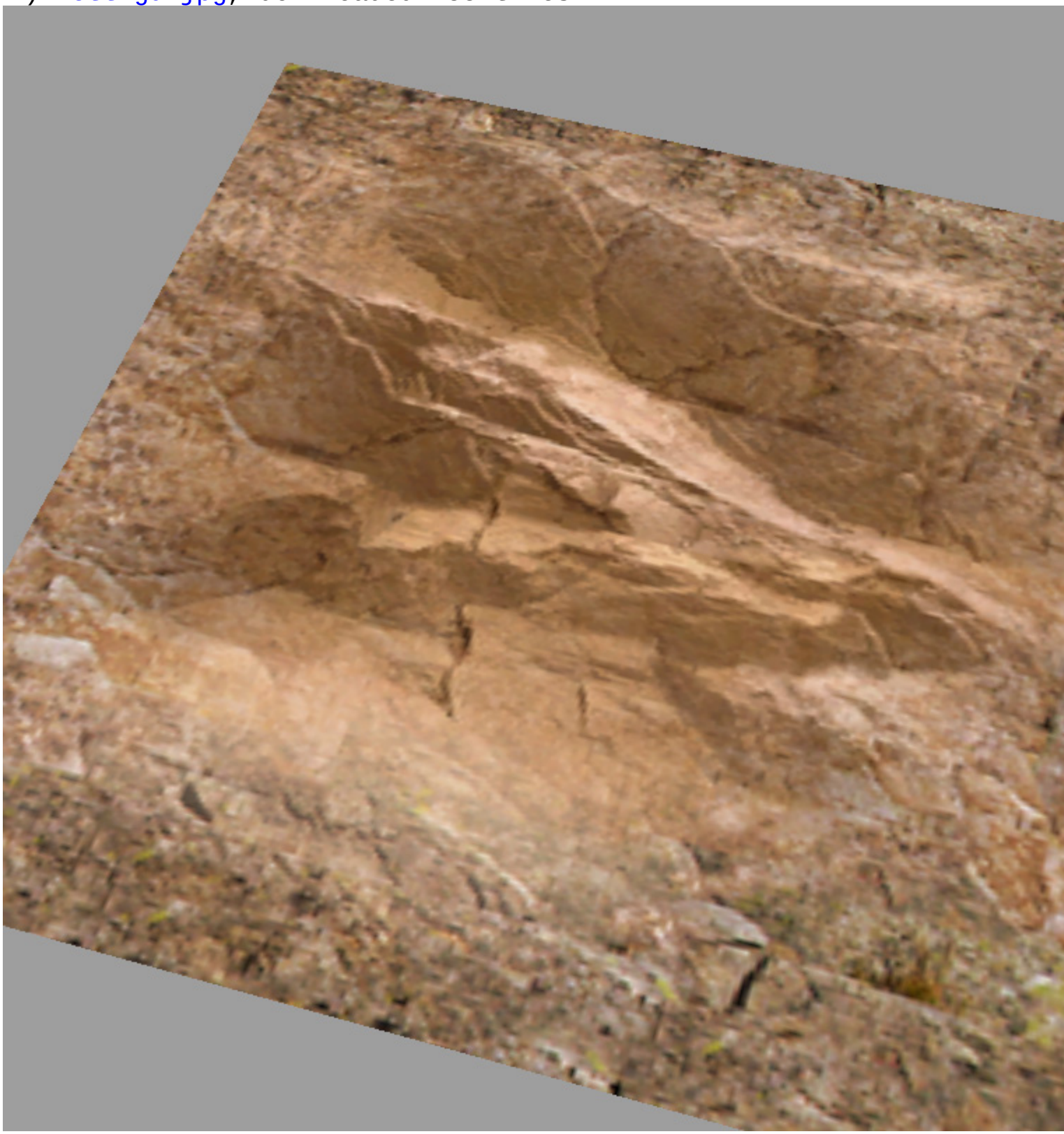
alpha blending needs a alpha channel

File Attachments
1) test.JPG, downloaded 160 times


Untitled - RenX - W3D Modeler Edition
File Edit Tools Group Views Create Modifiers Character reactor Animation Graph Editors Rendering Customize MAXScript Help
All
View
Top
Left
VertexPaint
Display Channel
3
Opacity: 100
Size: 26.982
Brush Options
Palette
Ignore Backfacing
Soft Selection...
Strength: 100
Adjust Color
Layer
Mode: Add
Opacity
100

2) rettfgd.jpg, downloaded 155 times



Subject: Re: Alpha blending.

Posted by YazooGang on Mon, 06 Jul 2009 15:09:59 GMT
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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
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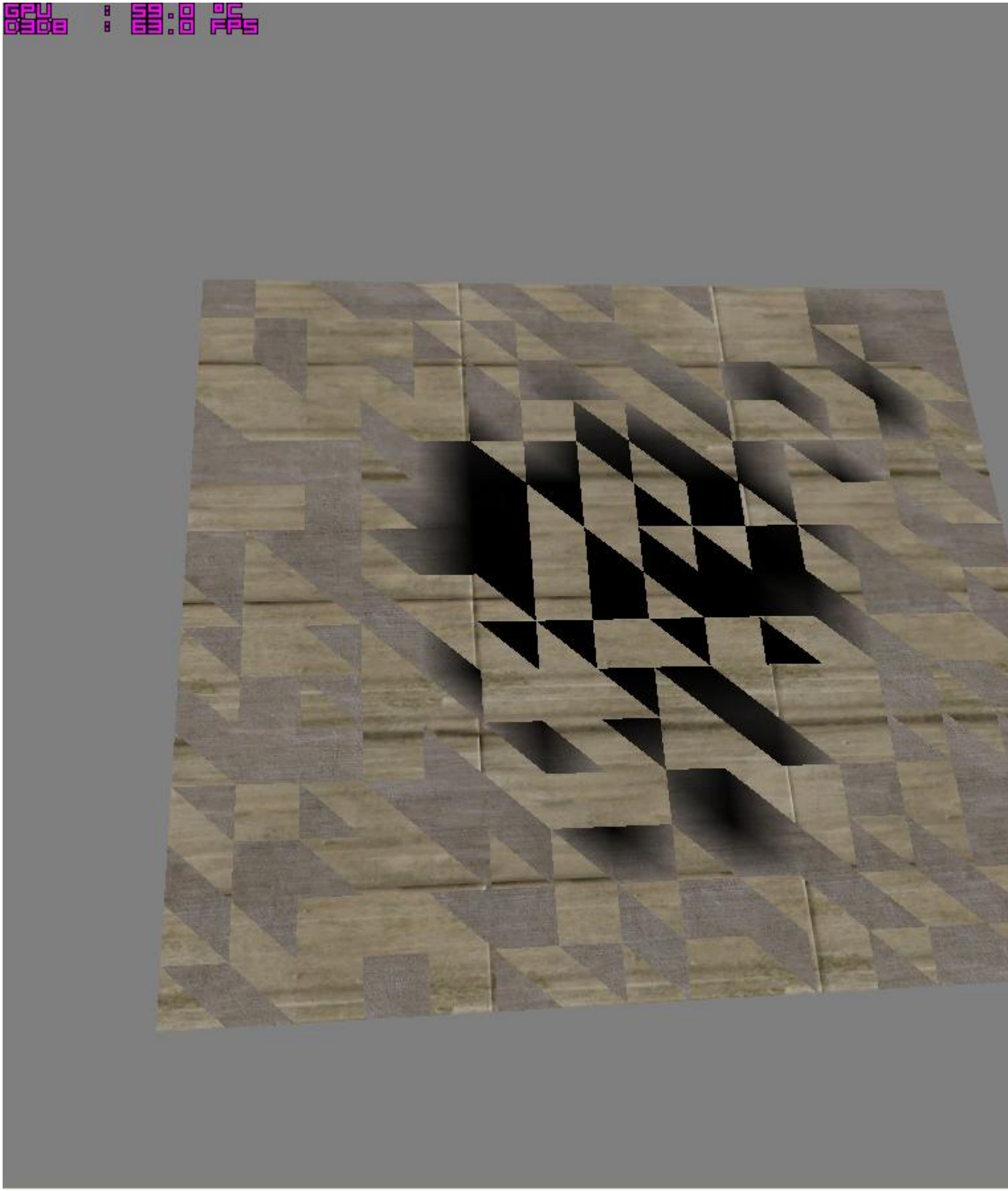
Omg, i get this in w3d viewer

File Attachments

1) nadayel.JPG, downloaded 256 times


GPU : 59.0 °C
0308 : 63.0 FPS

Subject: Re: Alpha blending.
Posted by Gen_Blacky on Mon, 06 Jul 2009 20:24:47 GMT
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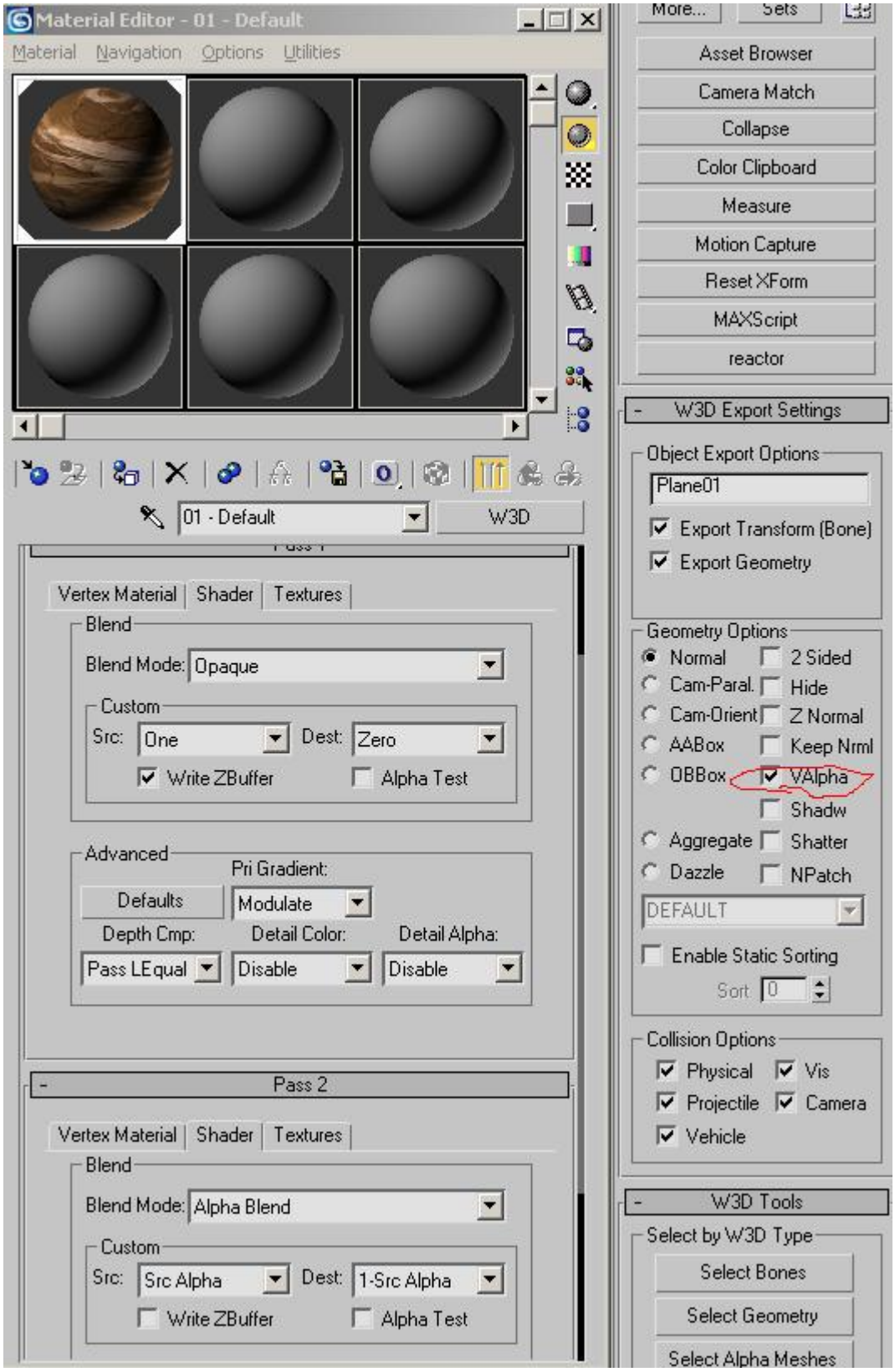
lol what you do , make sure you have the right texture and w3d settings.

File Attachments

1) untitled.JPG, downloaded 157 times



Subject: Re: Alpha blending.

Posted by YazooGang on Mon, 06 Jul 2009 21:17:17 GMT
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My hero I didnt check the valpha thing.