
Subject: Blending 3 textures

Posted by [c0vert7](#) on Fri, 18 Jan 2013 02:07:48 GMT

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Can anyone tell me if its possible, as well as how to do it, I want to blend 3 textures, I have my mountains as base and im blending in my grass ect, I got it all setup but I want to blend in a tiberium field ontop of the grass is that possible?

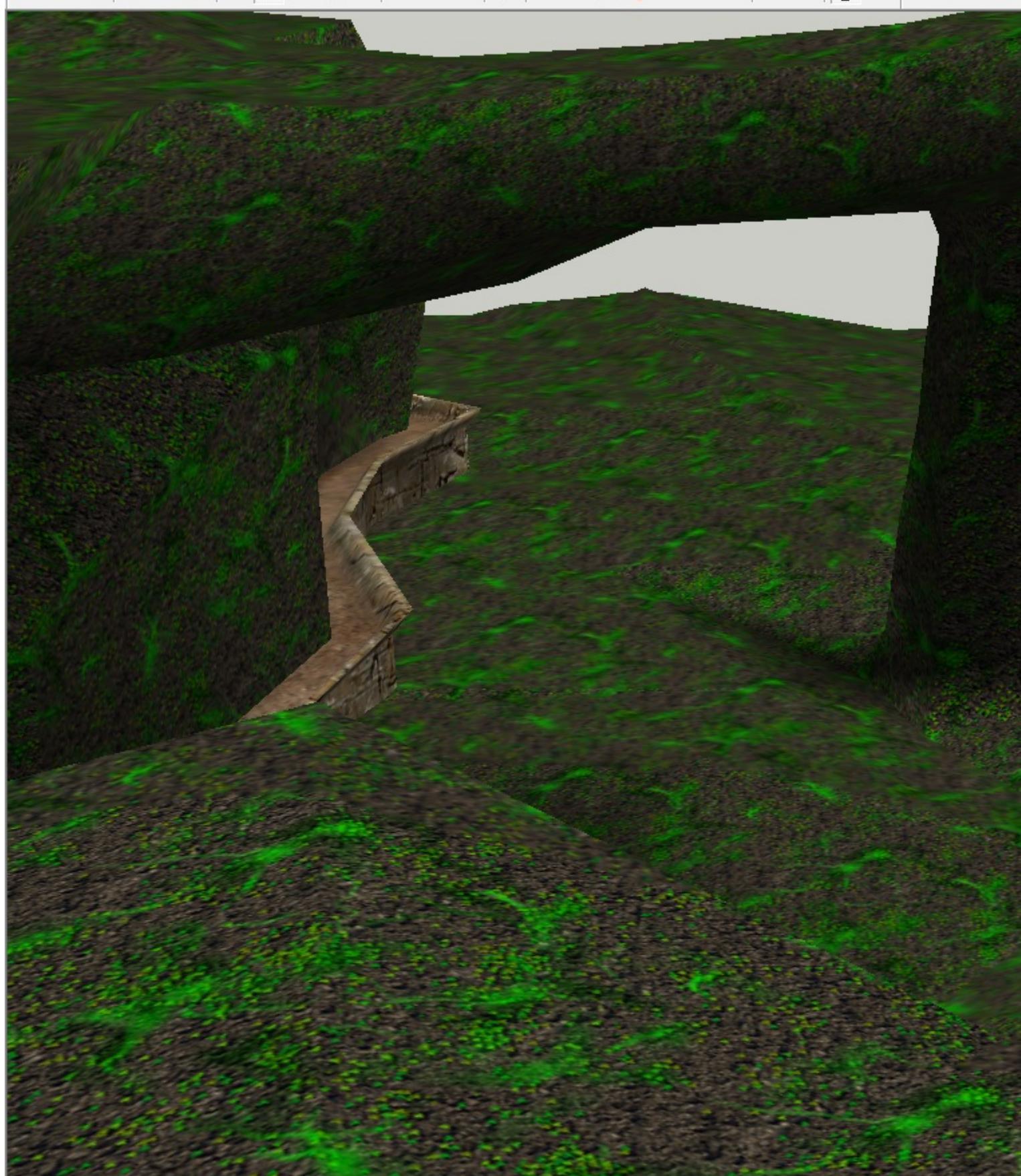
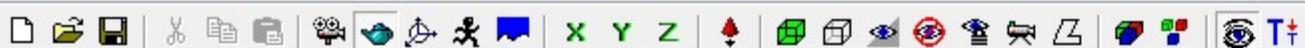
This was my first attempt that changed my whole map lol.

File Attachments

1) [as.jpg](#), downloaded 1023 times

s.lvl - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Generating Solve for Mesh: REF_TIB_DUMP.TIB_DUMP_ARM_L

Generating Solve for Mesh: REF_TIB_DUMP.REF_TIB_DOOR

TimeManager::Update: warning, frame 31317 was slow (8692 ms)

Subject: Re: Blending 3 textures

Posted by [c0vert7](#) on Fri, 18 Jan 2013 02:10:51 GMT

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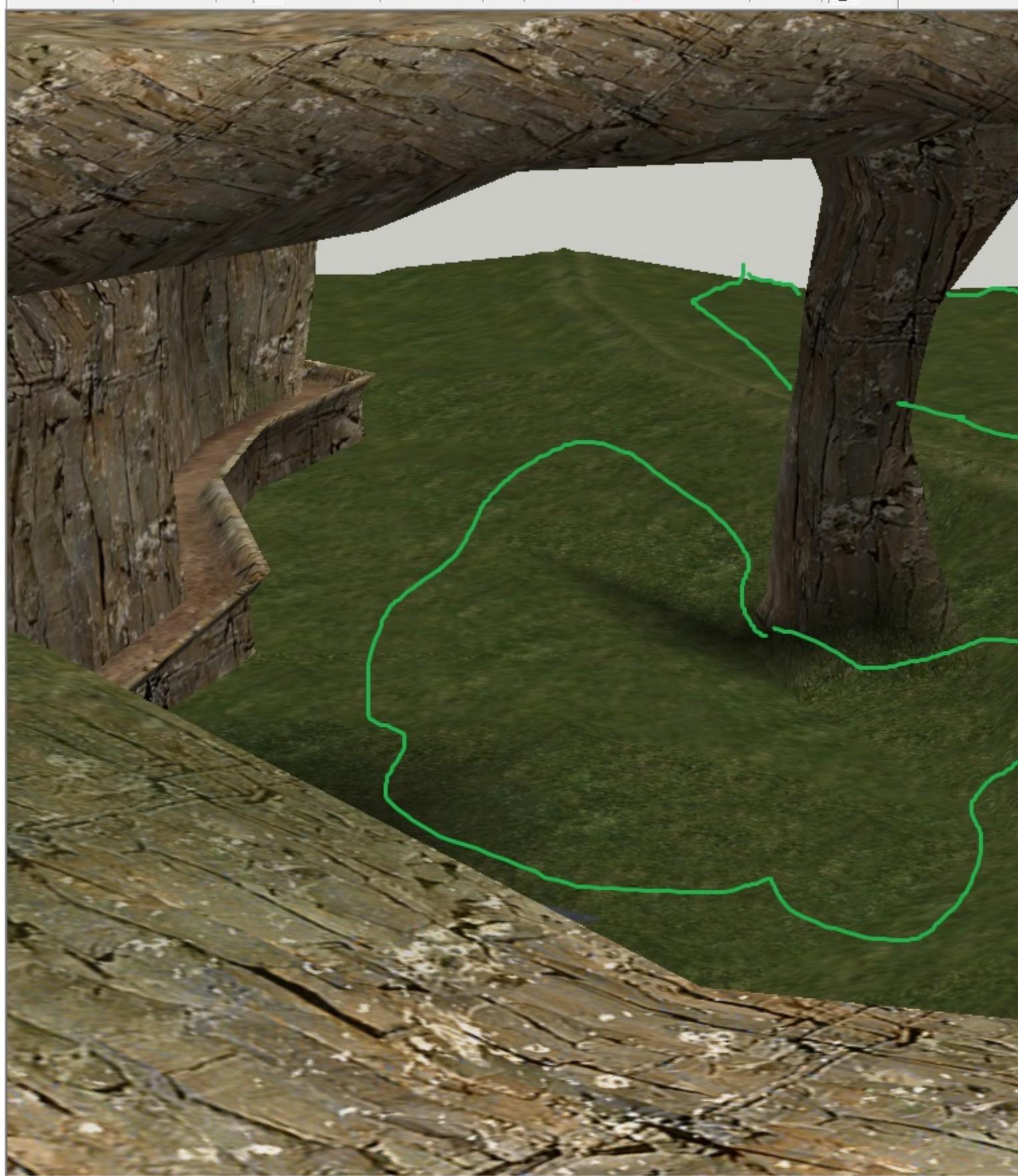
This is what its suppose to be, I put some green shapes where I want the tiberium fields

File Attachments

1) [as.jpg](#), downloaded 866 times

s.lvl - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Attempting to load: C:\Program Files (x86)\RenegadePublicTools\LevelEdit\Test\characters\gdi mini-gunner\FullMoon.tga

Attempting to load: C:\Program Files (x86)\RenegadePublicTools\LevelEdit\Test\characters\FullMoon.tga

Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\EditorCache\20_gdi_wall01.tga - only 24 and 32 bit formats should be

Subject: Re: Blending 3 textures

Posted by [Aircraftkiller](#) on Fri, 18 Jan 2013 03:41:38 GMT

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What's difficult about this? Create a new material with the grass/tiberium textures and set it up like any other texture blend, and apply it to the section of the terrain you want. You'll have to cut it in if you want it to look half-way decent.

Subject: Re: Blending 3 textures

Posted by [c0vert7](#) on Fri, 18 Jan 2013 03:50:52 GMT

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So I have to basically cut out a hole where I want the tiberium fields and do it that way? The way I was thinking was so I could paint the tiberium onto it the same as I blended, I didnt know if you could make 3 passes and paint a different color vertex paint and it would show up ect.

Subject: Re: Blending 3 textures

Posted by [Mauler](#) on Fri, 18 Jan 2013 09:58:33 GMT

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Painting three passes on one mesh is just plain wrong... I would detach the area you want to blend the field into and apply a 2 pass blend... having three is just going to cause more trouble than it's worth.. you might have to move around some vertices and possibly extrude a bit to get a clean edge to blend.

Also not bad for a first map.. much better than 80% of what's out there haha!

Subject: Re: Blending 3 textures

Posted by [zunnie](#) on Fri, 18 Jan 2013 10:05:38 GMT

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Looks nice man. Very interesting.

Only one note: I noticed in your preset tree that you "ADD"-ed the preset for the terrain.

When you make a custom map you NEVER-EVAR "Add" things, you must always "TEMP" them.

Edit: Also make sure the temped presetname you give it is 100% unique in the entire preset-list.

Subject: Re: Blending 3 textures

Posted by [c0vert7](#) on Fri, 18 Jan 2013 12:41:13 GMT

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Well honestly its not my first map . I just never have released one before, but ya I made a plane

and just extruded the edges around until I had a natural looking shape for my tiberium field and booleanned it, it came out pretty good on a trial run, im going to do a real set later on. Still alot more work to do on the map but its getting there.

And zunnie this is just my test setup in LE, I will recreate a new pack when I am ready to move the map into LE for good. But thanks.

Subject: Re: Blending 3 textures

Posted by [Mauler](#) on Sun, 20 Jan 2013 05:29:20 GMT

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Keep going man , we would love to host any new maps we can get our hands on for UltraAOW Newmaps

Subject: Re: Blending 3 textures

Posted by [Gen_Blacky](#) on Sun, 20 Jan 2013 06:30:53 GMT

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Mauler wrote on Fri, 18 January 2013 02:58Painting three passes on one mesh is just plain wrong... I would detach the area you want to blend the field into and apply a 2 pass blend... having three is just going to cause more trouble than it's worth.. you might have to move around some vertices and possibly extrude a bit to get a clean edge to blend.

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This
