

---

Subject: texturing question, making a fence and such things... ack?

Posted by [pulverizer](#) on Wed, 27 Aug 2003 19:04:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I need some help on making a fence ans things like that. is there a tutorial for making a fence? or can anyone help me? ack? titan? anyone?

---

---

Subject: texturing question, making a fence and such things... ack?

Posted by [maytridy](#) on Wed, 27 Aug 2003 20:12:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yeah...it's quite easy,

Apply a fence texture to the object, and change the blend mode to "Alpha Blend" The object should now be "see-through". (you can see through in between the links.)

What else do you need help with on the fence?

---

---

Subject: texturing question, making a fence and such things... ack?

Posted by [Dante](#) on Wed, 27 Aug 2003 20:29:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

it won't show up properly in gmax, it will be black with the texture, but once you export it it will be fine.

---

---

Subject: texturing question, making a fence and such things... ack?

Posted by [boma57](#) on Wed, 27 Aug 2003 20:39:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

maytridyYeah...it's quite easy,

Apply a fence texture to the object, and change the blend mode to "Alpha Blend" The object should now be "see-through". (you can see through in between the links.)

What else do you need help with on the fence?

If it's a custom texture (Not a WS one), though, you'll have to make sure the Alpha Channel is set up correctly.

If you make the texture in Photoshop, just go into the Channels listing and look at the one called Alpha. If there's not one, create it. The black area is the area that will show through, white is the part that will be opaque.

---

---

Subject: texturing question, making a fence and such things... ack?

Posted by [SomeRhino](#) on Wed, 27 Aug 2003 22:50:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

A fence texture should use only 1-bit alpha information, so use the Alpha Test blend mode rather than Alpha Blend so you don't have to use static sorting.

---