
Subject: Need Help With Alpha Blending

Posted by [Anonymous](#) on Wed, 19 Jun 2002 13:54:00 GMT

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Well, editable meshes are regular objects to me, I almost always convert. Anyways, one thing that was missed on painting tutorial I saw earlier is to hit that vertcol button by toggle in the vertex color paint parameters rollout. Another easy way is to select the vertices that you want black, this is back at editable mesh, not in vertex paint, do not use for this way. Anyways, select your vertices, and in surface properties rollout, down at bottom, click on color. Then, choose black for the specific vertices. That is 0, 0, 0 under rgb. [June 19, 2002, 13:54: Message edited by: steggyd]
