Subject: Vertex painting in 3dsmax
Posted by Aircraftkiller on Wed, 20 Apr 2005 05:13:15 GMT

Vertex painting in 3DS is only useful for some things, you're better off using a Falloff map that will adjust texture placement dynamically and help it blend together.

1. Create a new material, name it Texture Blend, click the Standard button and change that to Blend.

2. Change the Mask material to Vertex Color.

3. Change the two material slots into Standard materials, use whatever shader set you need and apply a pair of textures to the surface.

4. Use Vertex Paint under the Modifiers -> Mesh Editing menu to paint over the surface. Black areas denote complete blending, gray areas range from 99% to 1% blending between textures. White is a single texture, just as black is. You can also edit the vertex points and apply a color to them for fine precision instead of using the Vertex Paint option.