
Subject: vertex paint then optimize

Posted by [Titan1x77](#) on Wed, 11 Jun 2003 20:14:58 GMT

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i want a detailed alpha blend where i turn several vertices black around my plane.....

Now when i collapse everything is fine.

But now i want to optimize the polys in my map but the alpha is either stretched or doesnt exist anymore.

How do i keep a nice alpha blend but lower polys afterwards?

Also When i create a new vertice it isnt attached to anything...how do i add vertices to an object?
