Subject: Texture Mapping and Blending Posted by The Party on Wed, 20 May 2009 16:48:49 GMT

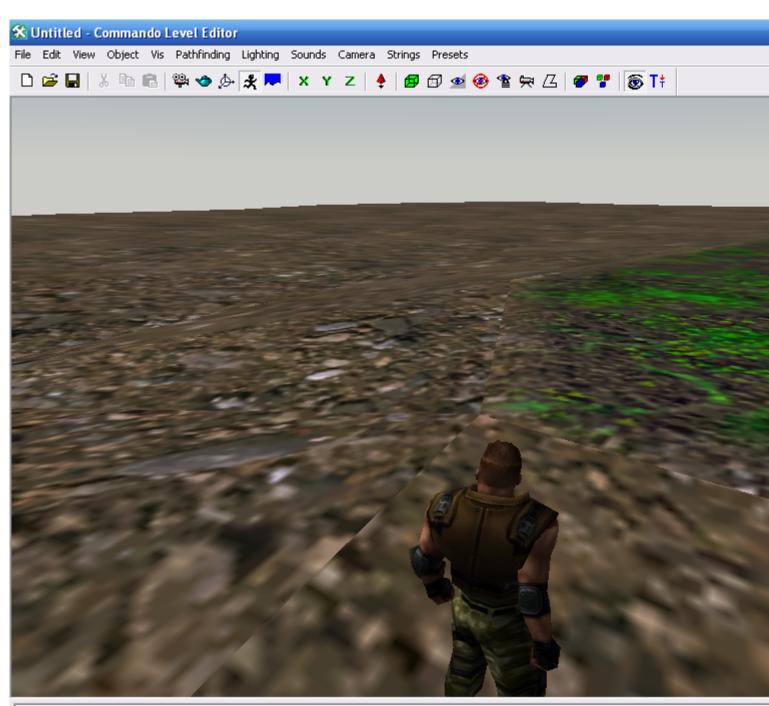
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Okay so I have this problem that when I make some meshes connect, how do I get my blending to look better? I am also using 3ds max aswell.

File Attachments
1) lehelp.PNG, downloaded 505 times

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Tutorial



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