Subject: Alpha Blending
Posted by Gen_Blacky on Sun, 14 Jun 2009 18:38:41 GMT

Im trying to find a way to alpha blend 3 textures on one mesh. does anyone know how to make 2 alpha channels on one mesh in gmax. Vertex paint creates only one alpha channel and then alpha blending gets the gay scale of the alpha channel and applies the texture.

Edit:

I managed to make this effect

File Attachments
1) 3passblendtest.zip, downloaded 137 times