
Subject: Re: Alpha Blending

Posted by [Gen_Blacky](#) on Wed, 17 Jun 2009 01:00:49 GMT

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RenXc Alpha Belnd Tut

First of all, follow this tutorial <http://renhelp.net/index.php?mod=Tutorials&action=view&id=19> , but skip the vertex paint part, you'll also have convert the terrain to an editable mesh/poly before adding UVW maps.

when you've done that, follow this tutorial.

Make sure Valpha is checked in the W3D export settings
Export your map.

Put your terrain in Reborn Leveleditor, click on Lightning > Vertex Solve

check Occlusion and then hit Ok

that's about it now go be creative! ^^

oh, by the way, Pass 2 is still your *main* texture, but pass 1 swapped place with pass 3. black vertexes belong to pass 3, grey vertexes belong to pass 1.
