Subject: Making A Texture Alpha-Blend
Posted by Sanada78 on Sat, 24 Jul 2004 02:08:52 GMT
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I'm trying to make some textures that will use alpha-blending to make parts of the textures "see-through". A good example of the texture I'm using is mnt_bckdrp1.tga. I made my texture similar to that one but it doesn't alpha-blend the same way. In fact, it just looks like a normal opaque texture.

Here's a preview of the texture I'm trying to alpha-blend.

Subject: Making A Texture Alpha-Blend
Posted by PermaGrin on Sat, 24 Jul 2004 02:41:57 GMT
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You trying to remove the clouds/sky above the mountain ridge? If so, does your file contain and alpha channel? If you ever got on MSN I could help you out faster.

Subject: Making A Texture Alpha-Blend
Posted by PointlessAmbler on Sun, 25 Jul 2004 03:11:58 GMT
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I can tell already that that's going to tile very poorly.

Subject: Making A Texture Alpha-Blend
Posted by Sanada78 on Sun, 25 Jul 2004 15:30:43 GMT
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I suppose you can notice the tilling, especially the bottom half. Would you think adding trees like in the Ren one will improve it?

Subject: Making A Texture Alpha-Blend
Posted by Blazea58 on Sun, 25 Jul 2004 17:13:53 GMT
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[quote="Sanada78"]I suppose you can notice the tilling, especially the bottom half. Would you think adding trees like in the Ren one will improve it?

That highly improves it, but the only thing is the tree backdrop mesh, has texture stretching on it..
What id suggest doing instead, is having several meshes at slightly differnt places just scattering
that area.

Other then that, it looks really crazy, i still have yet to learn alpha channels.