Subject: Blending Textures
Posted by SuperMidget on Sat, 26 Feb 2005 02:57:50 GMT
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I just can't seem to get this one. I've read all the articles/tutorials on renhelp.co.uk but i still CAN"T get it.

I separted the terrian into:
-Cliffs (highest polygons)
-Ground (grass)
-Dirt (trails)

Now what do I do!!!! Please help this is driving me crazy people.

Subject: Blending Textures
Posted by IRON FART on Sat, 26 Feb 2005 03:07:36 GMT
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You can't separate the terrain and blend across 2 terrains (if thats a word).

You will need to section off portions of your terrain that will include the dirt path for example.

On that section you can set the texture to a grassy texture, and paint on the dirt with vertex paint.

But to do the cliffs, that will need to be another section that will have grass and a rock texture.

Its kind of hard to explain.

Just remember that you can only have 2 textures per section. One normal covering and one for alpha blending.

Subject: Blending Textures
Posted by SuperMidget on Sat, 26 Feb 2005 13:33:26 GMT
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That kinda helps. For the dirt path I will use vertex paint, never thought of useing that.

But literally how would i go about blending the grass to the cliffs?

Subject: Blending Textures
Posted by Blazea58 on Sat, 26 Feb 2005 16:19:07 GMT
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Here is an old tutorial i made for blending. Mainly uses just alot of pictures to show how its done

and explains everything you need to know on each picture. Sorry if its to large to any moderators, if possible can they be added into links instead, as its 9am and i haven't slept yet.

Subject: Blending Textures
Posted by IRON FART on Sat, 26 Feb 2005 16:53:13 GMT
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SuperMidget, look at the last picture. Notice how the area wwith the dirt had to be detatched from the rest of the map. Thats what I was trying to explain.

Subject: Blending Textures
Posted by Spice on Sat, 26 Feb 2005 21:27:08 GMT
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Here is my mapping tutorial if you need any more help:

http://www.renegadeforums.com/viewtopic.php?t=12043

I plan on makign another one soon.