
Subject: [RenX] VertexPaint crash
Posted by [Epicalyx](#) on Sun, 02 Apr 2006 02:25:41 GMT
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Quote:The texture should show up properly now. Give it the property of Plane and a length and width of 7.0. The texture should look nice and tiled. That is how proper ground should look. Moving on now... You will notice in Figure 8 that there are black lines and areas on the texture. That is called Vertex Paint and that is what creates the texture blending. I will explain how to do that now, as it is required for any map that you want to look good. Take your plane, click on it, and hit M again. Select the Change button by the Pass Count area and select 2. You will have two tabs on the top. Select Pass 1. Change the texture to L10_sandruff.tga. Select Pass 2. Select the texture L05_grass.tga. Select its Shader tab and change the shader to Alpha Blend. Now, look at the plane, and click on the Modifier tab again. Refer to Figure 9 for this one.

Now, click on the Vertex Paint selection. You will see a group called Vertex Color Paint. Click the black color and click the paintbrush. Paint over the areas that you want to have the sand texture show through...Source: http://www.cncden.com/ren_map_tutorial.shtml

When I start painting over areas, it just gives me this:

Subject: Re: [RenX] VertexPaint crash
Posted by [Mad Ivan](#) on Sun, 02 Apr 2006 14:25:29 GMT
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afaik, you can't apply VertexPaint to a model with two materials applied to it.

Subject: Re: [RenX] VertexPaint crash
Posted by [Epicalyx](#) on Sun, 02 Apr 2006 23:10:21 GMT
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Quote:you can't apply VertexPaint to a model with two materials applied to it.I don't understand what is meant by this.

Subject: Re: [RenX] VertexPaint crash
Posted by [Spice](#) on Mon, 03 Apr 2006 01:41:48 GMT
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Ok, select the mesh you want to do the alpha blending on and press M. Press the new material button to the left of the material editor, It's the top most button.

- Name your material
- Change your surface type to whatever.
- Change your pass count to two.

- Go to pass1 and choose your texture
- go to pass2 and change your shader to alpha blend.
- choose your texture and press assign material to section then press the display button display.

Afterwards you can use the vertex paint modifier to apply the blend. Pass two will be the texture you are blending in. You can also go to editable mesh, and choose a vertex to alpha blend, scroll down on the editable mesh options list and look for vertex color and change it to black.

Subject: Re: [RenX] VertexPaint crash
Posted by [Epicalyx](#) on Tue, 04 Apr 2006 00:30:45 GMT
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The Pass1 texture never shows up (taking it that I wasn't supposed to 'Display' it), and the VertexPaint shows no changes unless I toggle 'VertCol.' When I do, it will only show the displayed texture (Pass2) and black painting. Pass2 is on Alpha Blend - is the primary background texture; Pass1 is the placement of the "black painting."

Subject: Re: [RenX] VertexPaint crash
Posted by [Napalmic](#) on Tue, 04 Apr 2006 01:05:23 GMT
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I think I can easily tell that you attached some meshes of a different material, cause you have that "Sub:" box, therefore creating a multi-material. Simply delete the material of your mesh, make a new one and repaint.

Black paint and one texture is normal.
