
Subject: Mapping Help

Posted by [mr£Ä\\$Ä-z](#) on Mon, 18 Aug 2008 18:22:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

How do i Paint Tiberium fields in 3D Studio Max?

Subject: Re: Mapping Help

Posted by [Gen_Blacky](#) on Mon, 18 Aug 2008 18:45:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

vertex paint ?

Subject: Re: Mapping Help

Posted by [mr£Ä\\$Ä-z](#) on Mon, 18 Aug 2008 19:10:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

How and where do i find this function? lol

Subject: Re: Mapping Help

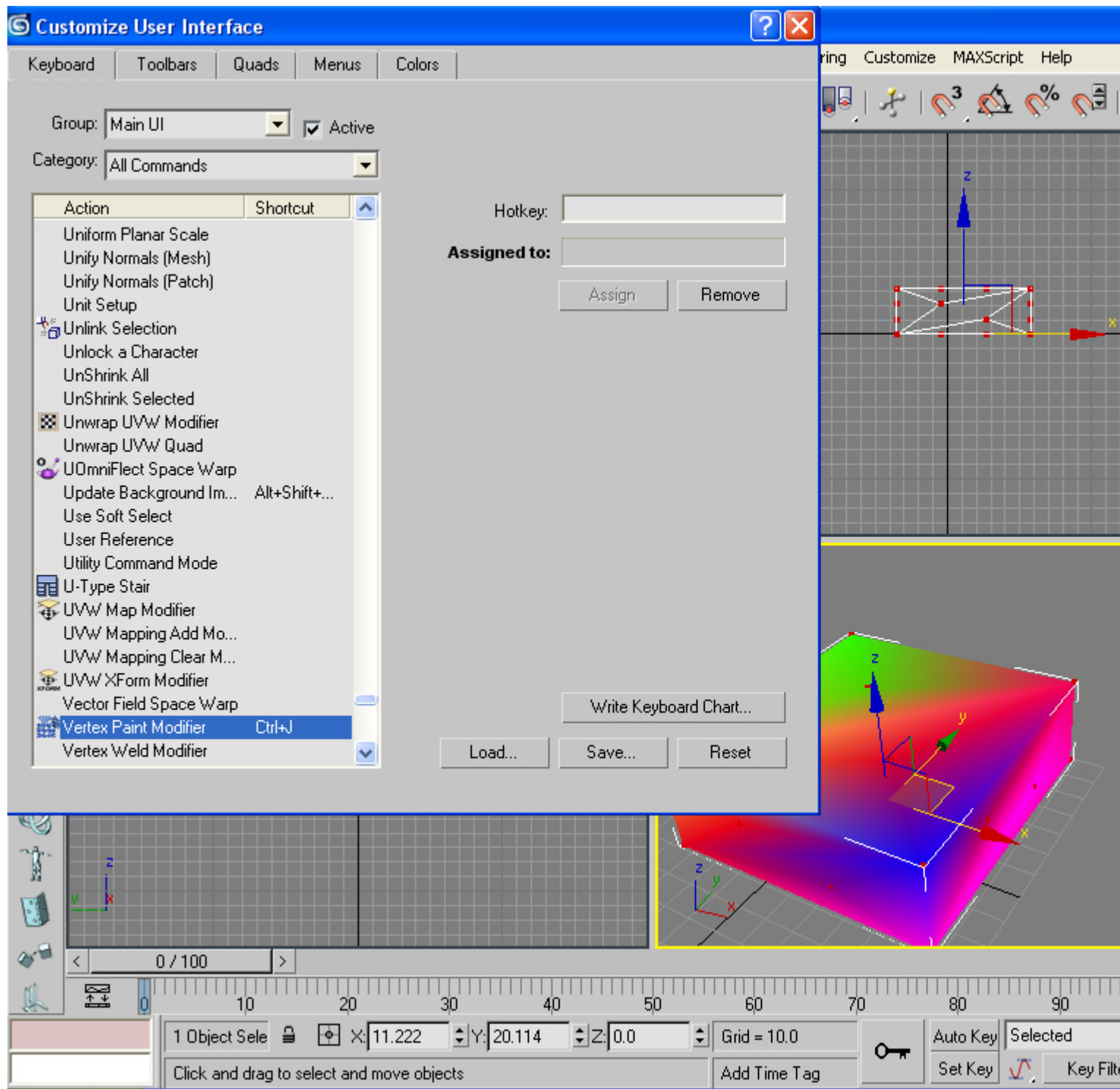
Posted by [Gen_Blacky](#) on Mon, 18 Aug 2008 21:42:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

im not sure if you are talking about vertex paint look at uploaded screen shot.

File Attachments

1) [paint.jpg](#), downloaded 374 times



Subject: Re: Mapping Help

Posted by [mrÅ£ÅŠÄ-z](#)

on Mon, 18 Aug 2008 22:06:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Mon, 18 August 2008 16:42im not sure if you are talking about vertex paint look at uploaded screen shot.

ermmm i think thats it but how do i choose the Tiberium texture?

Subject: Re: Mapping Help

Posted by [bisen11](#) on Wed, 20 Aug 2008 04:41:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

I use renx so I'm not sure. But what I usually do in there is seperate the polygons for the tib feild from the normal feild then choose the texture for it.

Subject: Re: Mapping Help

Posted by [Gen_Blacky](#) on Wed, 20 Aug 2008 05:48:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

bisen11 wrote on Tue, 19 August 2008 23:41 I use renx so I'm not sure. But what I usually do in there is seperate the polygons for the tib feild from the normal feild then choose the texture for it.
