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Subject: Westwood texturing

Posted by [Di3HardNL](#) on Tue, 25 Nov 2008 20:06:11 GMT

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I am not sure what method they used to make the textures alpha blending. I need to know because I am redoing a map. (its not C&C volcano anymore but now Walls)

First i am redoing all the groundtextures after that i focus on the buildings.

So i do it like on the screenshot in my attachment.

1 mesh with 2 passes in material

Pass 2 the basic texture is the metal with lines you can see in my ss

Pass 1 the texture i want to paint with is Snow.

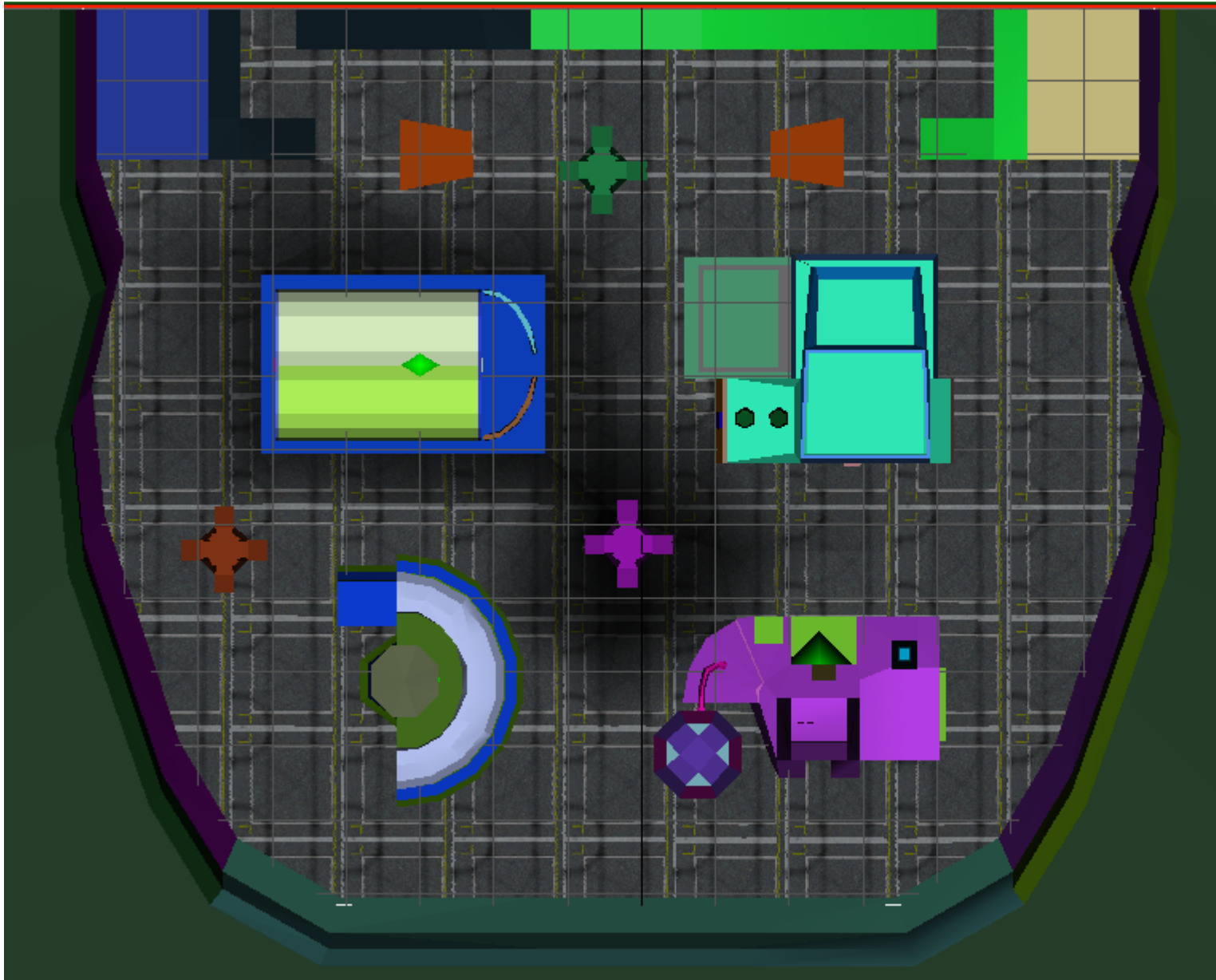
So the parts i paint black with Vertexpaint are going to be snow.

Did westwood did it like this to? Because this method is very time consuming, hopefully there is an easier way.

### File Attachments

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1) [screenshot!.PNG](#), downloaded 409 times



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Subject: Re: Westwood texturing

Posted by [mrÄ&A-z](#) on Tue, 25 Nov 2008 21:15:21 GMT

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I always wanted to learn that too, but the Vertex Paint texture didnt show up

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Subject: Re: Westwood texturing

Posted by [Gen\\_Blacky](#) on Tue, 25 Nov 2008 22:15:12 GMT

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try switching passes the vertex paint is on

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