
Subject: Alpha Blending

Posted by [The Party](#) on Mon, 27 Apr 2009 19:48:01 GMT

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Is there a better way to create nice buffered alpha blend layer around detached items like tib fields? I did the textures in RenX and used the Vertex pain tool.

It looks okay but when I go into LE it sucks.

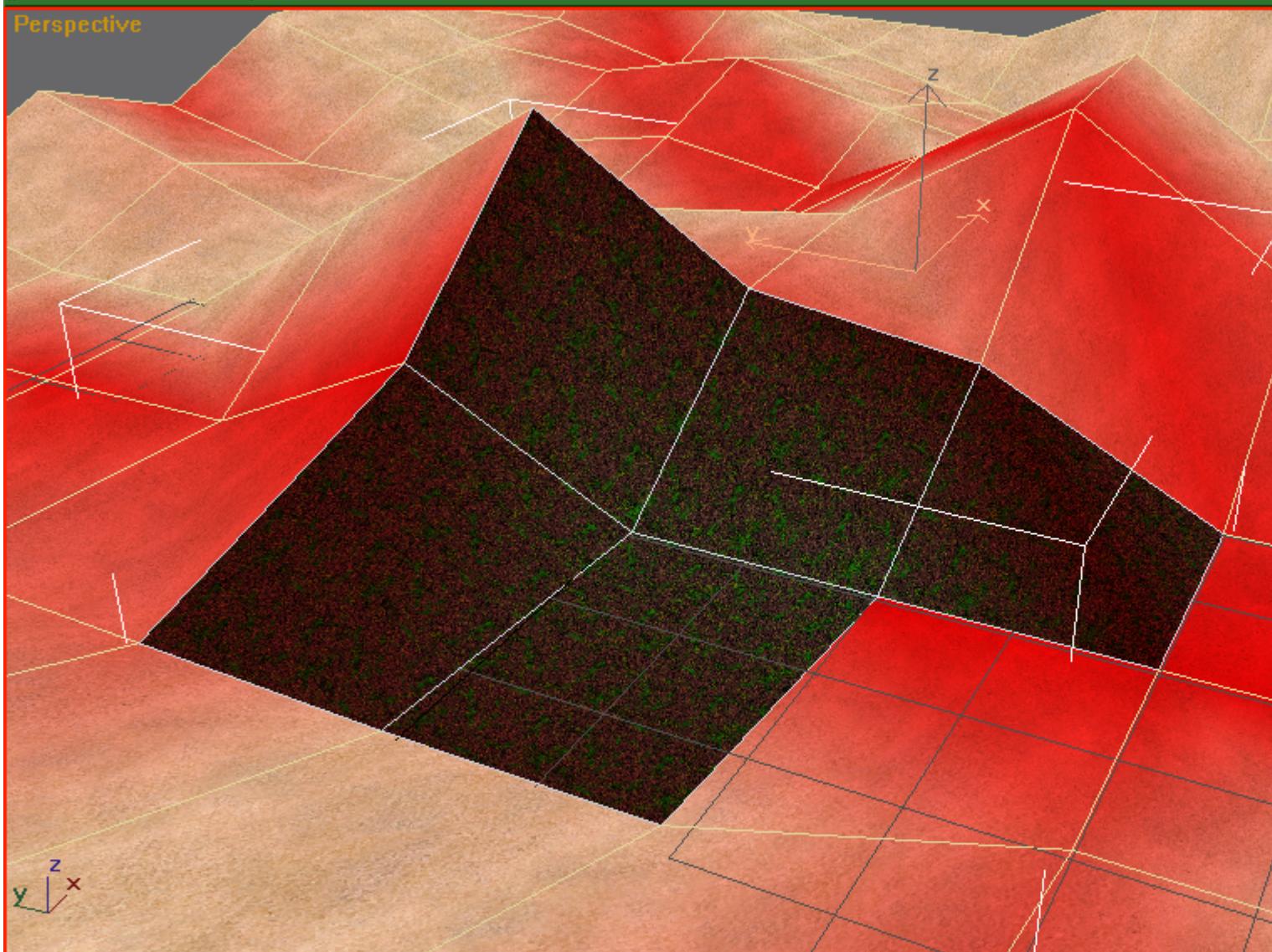
So how can I perfect my technice and do this better?

File Attachments

1) [1.PNG](#), downloaded 491 times



Perspective



< 0 / 100 >

10 20 30 40 50 60 70 80 90

1 Obj X: -46.873 Y: -5.366 Z: 0.0 Grid = 10.0

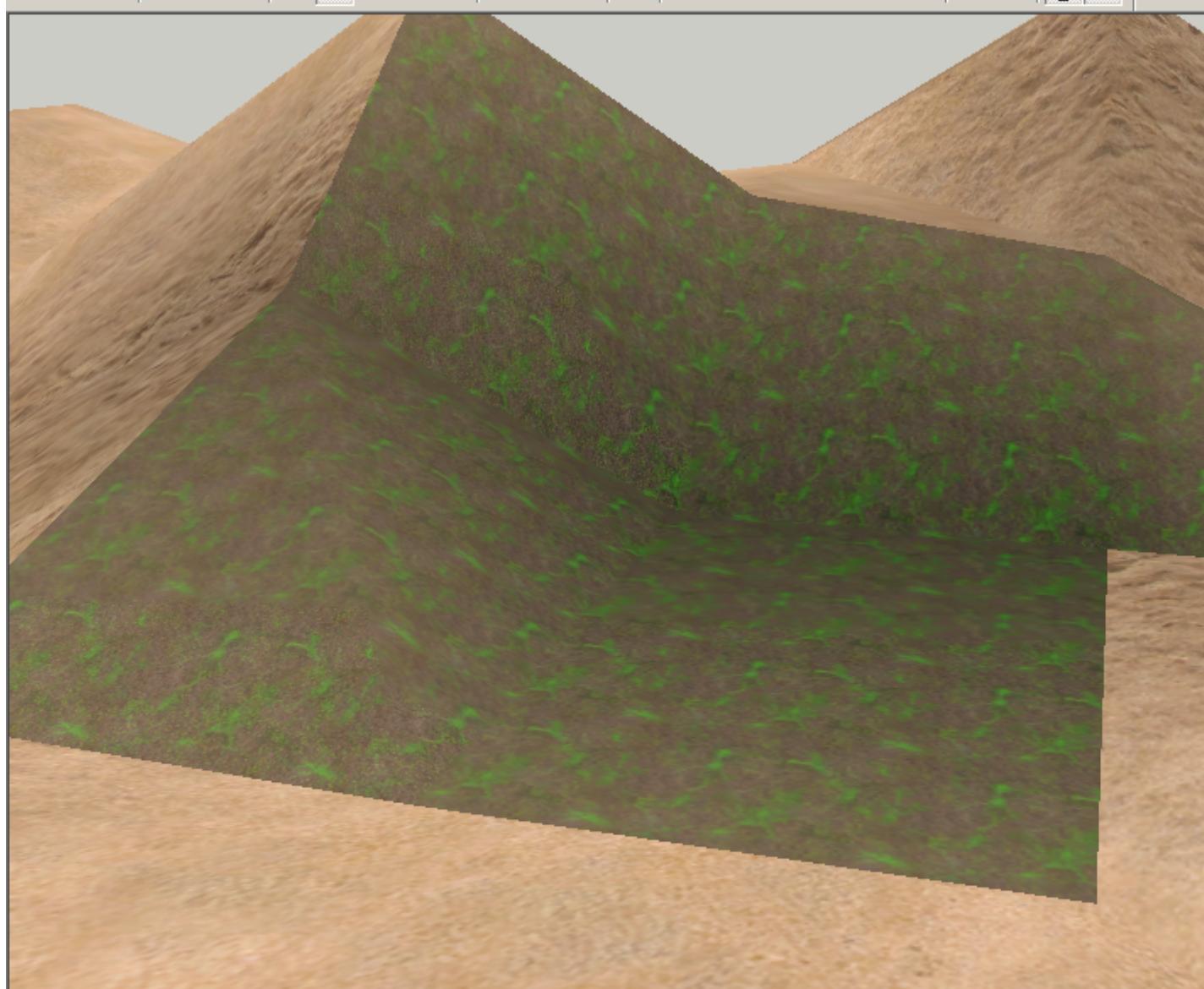
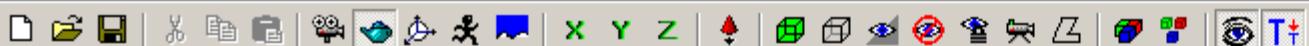
Click or click-and-drag to select Add Time Tag

Start Command and Conquer: ... untitled - Paint Tutorial.gmax - gmax...

2) 2.PNG, downloaded 499 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



```
TimeManager::Update: warning, frame 33 was slow (27495 ms)
TimeManager::Update: warning, frame 35 was slow (3680 ms)
TimeManager::Update: warning, frame 612 was slow (35064 ms)
```

Ready

Tutorial

Camera (-123.48, -14.24, 22.40)

Frame



Subject: Re: Alpha Blending

Posted by [Di3HardNL](#) on Mon, 27 Apr 2009 20:09:03 GMT

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I see you use red paint to paint on the meshes?
When you use black paint with opacity 100 it will look way better.

Subject: Re: Alpha Blending
Posted by [Canadacdn](#) on Mon, 27 Apr 2009 22:21:43 GMT
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<http://renhelp.net/index.php?mod=Tutorials&action=view&id=21>

This tutorial has a nice section on alpha blending.

Subject: Re: Alpha Blending
Posted by [The Party](#) on Tue, 28 Apr 2009 15:36:37 GMT
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So there is not way to paint the meshes with a smaller brush? Everytime I use the vertex tool for the paint it always messes up and somehow paints the whole mesh.

Subject: Re: Alpha Blending
Posted by [Gen_Blacky](#) on Thu, 30 Apr 2009 21:47:45 GMT
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create more polys. It paints the vertexes , the more vertexes u have the smaller the spread you will have.

Subject: Re: Alpha Blending
Posted by [The Party](#) on Fri, 01 May 2009 13:28:06 GMT
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So like I have my tibe filed which has like 10 polygons then I tessellate it with like 180 and then try vertex paint?

Subject: Re: Alpha Blending
Posted by [Gen_Blacky](#) on Fri, 01 May 2009 15:51:03 GMT
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yes
