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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?

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File Attachments

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

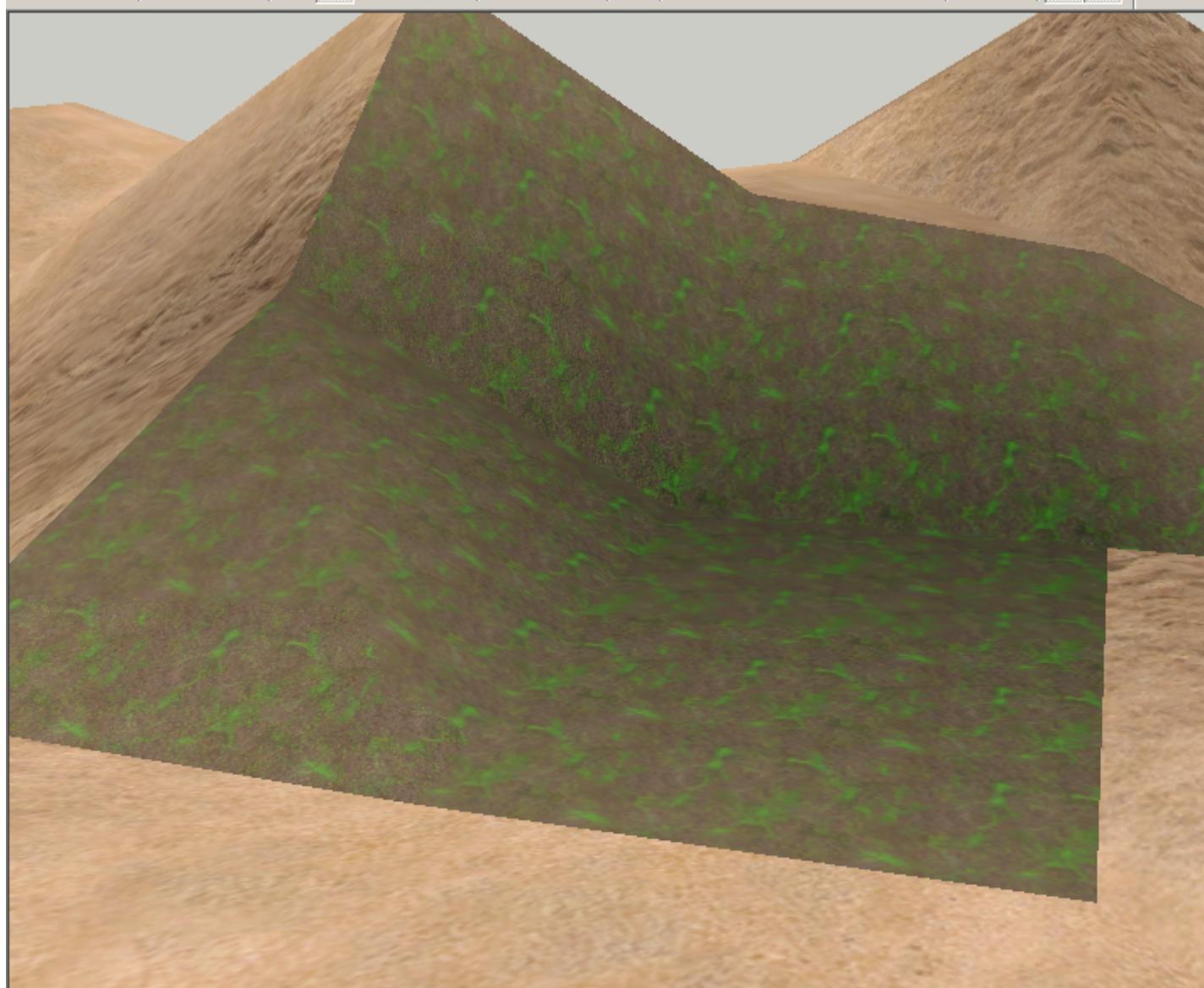
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2) 2.PNG, downloaded 499 times

## 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



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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.

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**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.

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**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.

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**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.

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**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?

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

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