
Subject: Texture Mapping and Blending

Posted by [The Party](#) on Wed, 20 May 2009 16:48:49 GMT

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

Okay so I have this problem that when I make some meshes connect, how do I get my blending to look better? I am also using 3ds max aswell.

File Attachments

1) [lehelp.PNG](#), downloaded 613 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



```
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Tutorial\H_A_A0B2.W3D
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\H_A_A0B2.W3D
Attempting to load: Always\Characters\Anims\H_A_A0B2.W3D
```

Ready

Tutorial



Subject: Re: Texture Mapping and Blending
Posted by [Di3HardNL](#) on Wed, 20 May 2009 16:51:14 GMT

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

First of all use UWV Map on your meshes so they tile up right.

Subject: Re: Texture Mapping and Blending

Posted by [The Party](#) on Wed, 20 May 2009 18:07:30 GMT

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

I did and that is what I got.

Subject: Re: Texture Mapping and Blending

Posted by [Reaver11](#) on Wed, 20 May 2009 18:09:59 GMT

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

Is that one plane? Or do I detect multiple planes?

You should just use one plane with alpha blending which should work perfectly.

Subject: Re: Texture Mapping and Blending

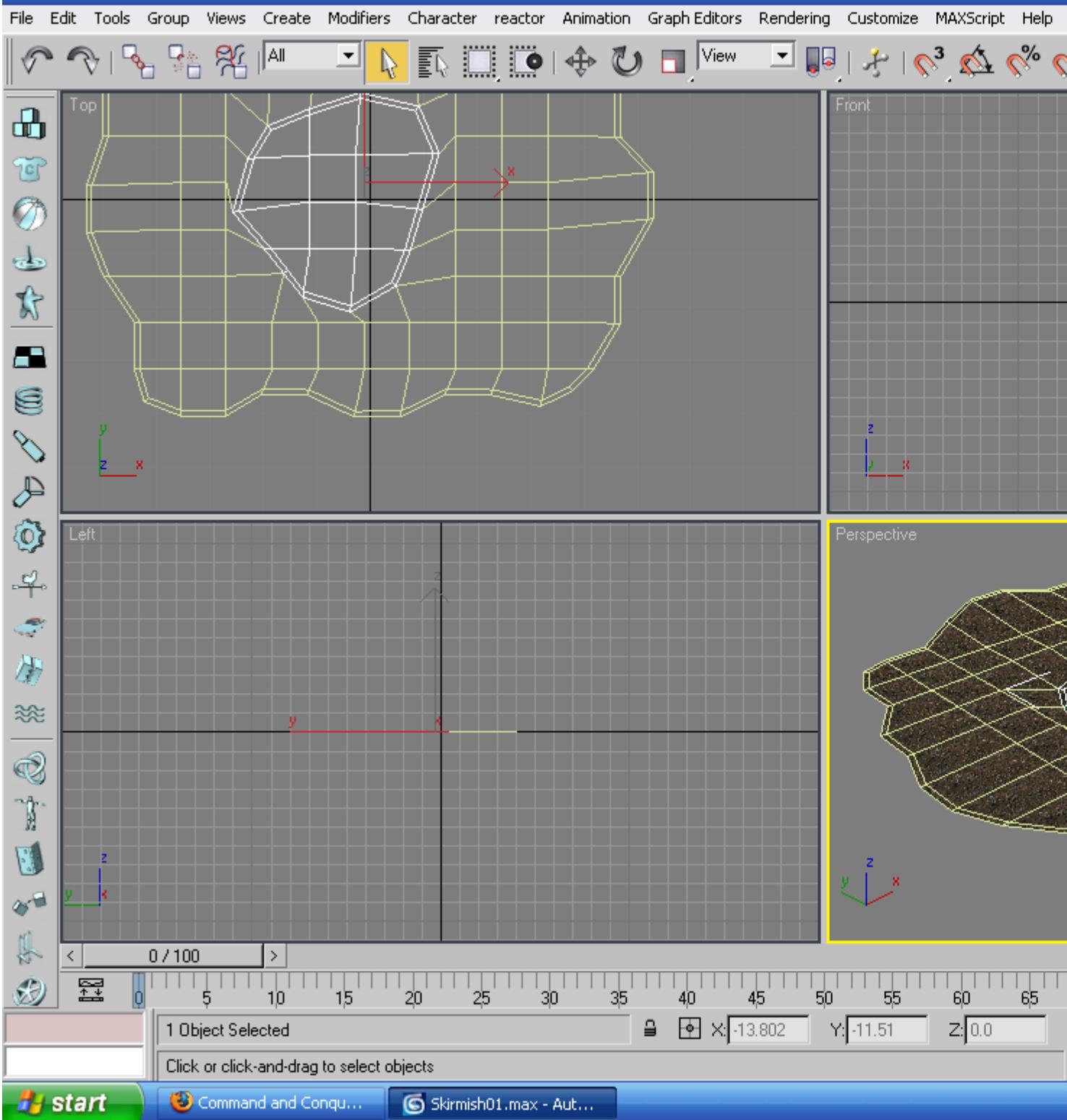
Posted by [The Party](#) on Wed, 20 May 2009 18:11:24 GMT

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

It was one plane but I dettached part of it and made a tib field. So it is two planes.

File Attachments

1) [3ds.PNG](#), downloaded 481 times



Subject: Re: Texture Mapping and Blending
Posted by [LR01](#) on Wed, 20 May 2009 19:25:34 GMT

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

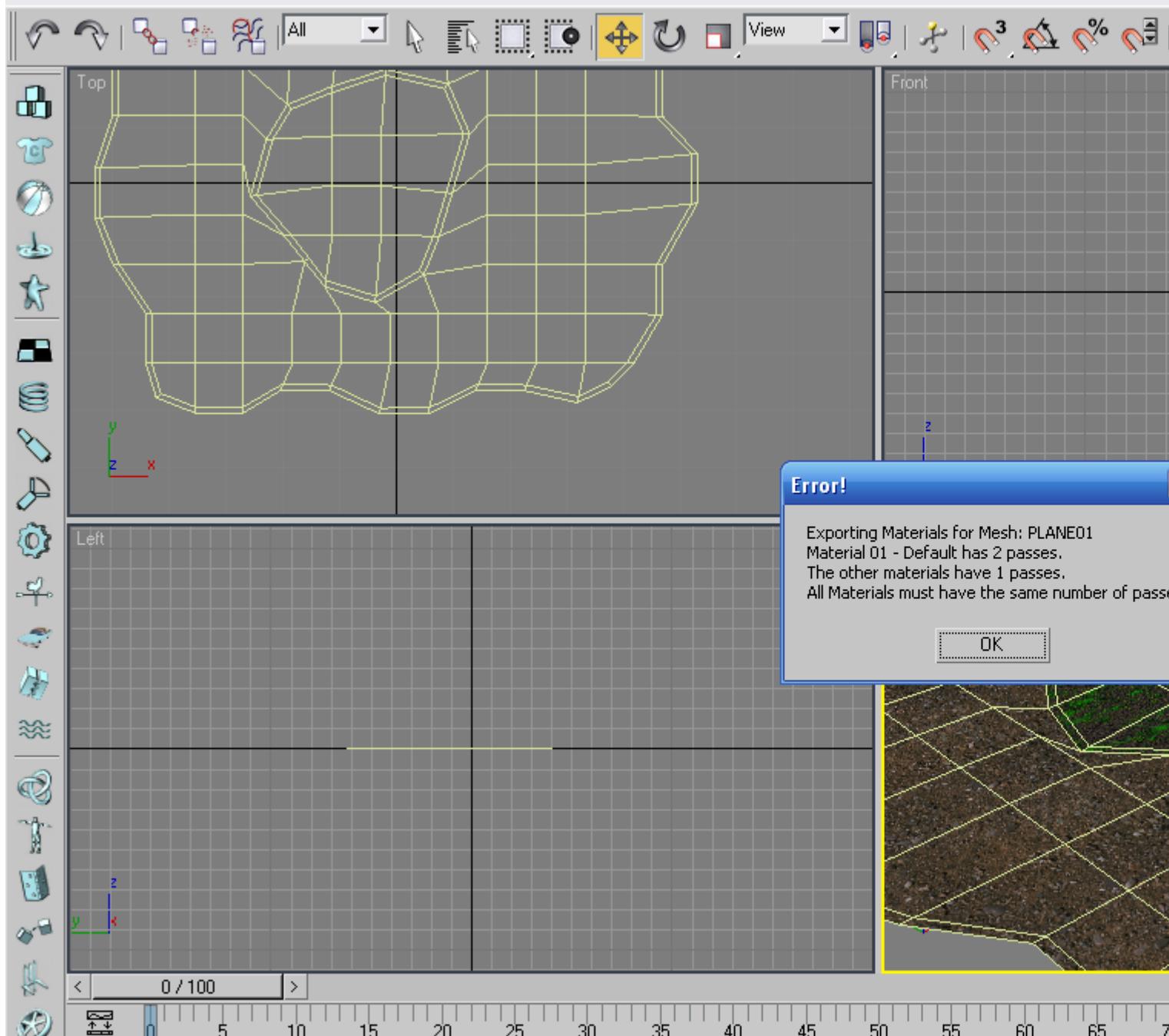
a method is to attach them (the planes) again and weld the vertices, then apply a new UVW map
did you use plane ore box whit the uvw map?

Subject: Re: Texture Mapping and Blending
Posted by [The Party](#) on Wed, 20 May 2009 20:27:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

So the attaching worked fine and so did reapplying the UVW map to the whole mesh but with export I got this problem:

File Attachments

1) [max error.PNG](#), downloaded 452 times



Processing Triangle Mesh

[Progress Bar] 75%

start

Command and Conqu...

Skirmish01.max - Aut...

Animation Export Log

Untitled - W3D Viewer

Subject: Re: Texture Mapping and Blending
Posted by [Veyrdite](#) on Thu, 21 May 2009 08:23:40 GMT

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

Delete all of your Renegade Materials and start again or try and find any reasons within the materials' settings the exporter is complaining about. Possibly one of your meshes has too many passes?

Alternatively you could have placed the gizmo for every one of the UVW maps at the same coords (expand the UVW map modifier).

Subject: Re: Texture Mapping and Blending

Posted by [LR01](#) on Thu, 21 May 2009 08:28:50 GMT

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

oh yea, forgotten to tell you that

If you attach planes, there materials must have the same amount of passes.

so, what I am saying is that you should make a other pas on your ground terrain.

Subject: Re: Texture Mapping and Blending

Posted by [The Party](#) on Thu, 21 May 2009 12:45:59 GMT

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

So can I make another pass, but not add a texture to it?

Subject: Re: Texture Mapping and Blending

Posted by [Slave](#) on Thu, 21 May 2009 19:52:40 GMT

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

You can keep your meshes separated. Texture them individually. Next select all meshes, and apply an UVW map to the selection.

Subject: Re: Texture Mapping and Blending

Posted by [Blazea58](#) on Fri, 22 May 2009 08:21:23 GMT

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

What i always used to do was just texture everything with the exact same texture on pass 2 and use pass 1 for all your different materials.

Then when it comes to vertex paint, instead of putting it around the edges, put it in the middle avoiding any of the very edges of any mesh. Then re select every single mesh and redo the uvw

all at once and it should be perfectly seamless.
