
Subject: Alpha blending.

Posted by [YazooGang](#) on Mon, 06 Jul 2009 04:13:12 GMT

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It is possible in 3ds max? I have tried alot of stuff but all tutorials of alpha blending are for renx and the vertex paint thing in 3ds max is much different.

I was about 90% done with making the C&C City.max and this problem came out.

Subject: Re: Alpha blending.

Posted by [mr£\\$Ä-z](#) on Mon, 06 Jul 2009 08:30:58 GMT

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For single Textures, like fences, lamps etc you need to change

Blend Mode to Alpha Blend. (On Shaders Tab). About the Vertex paint, i also cant get it work in 3DS MAX. i really need it for my Campaign.

Toggle Spoiler

Subject: Re: Alpha blending.

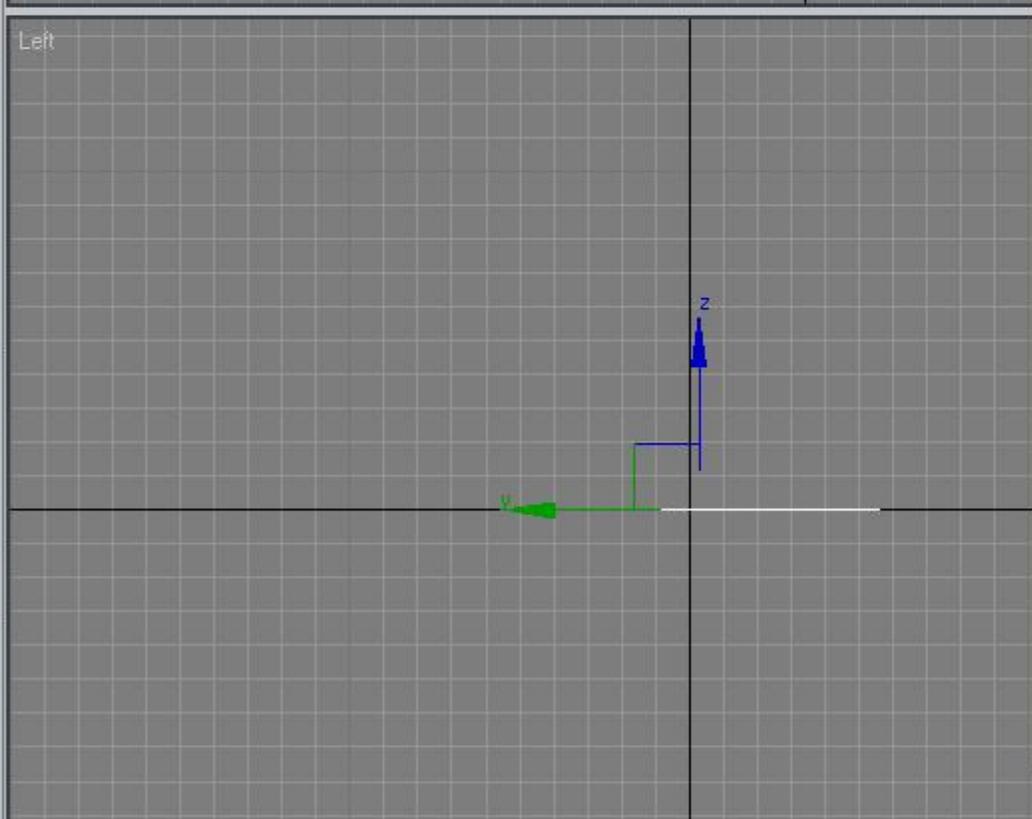
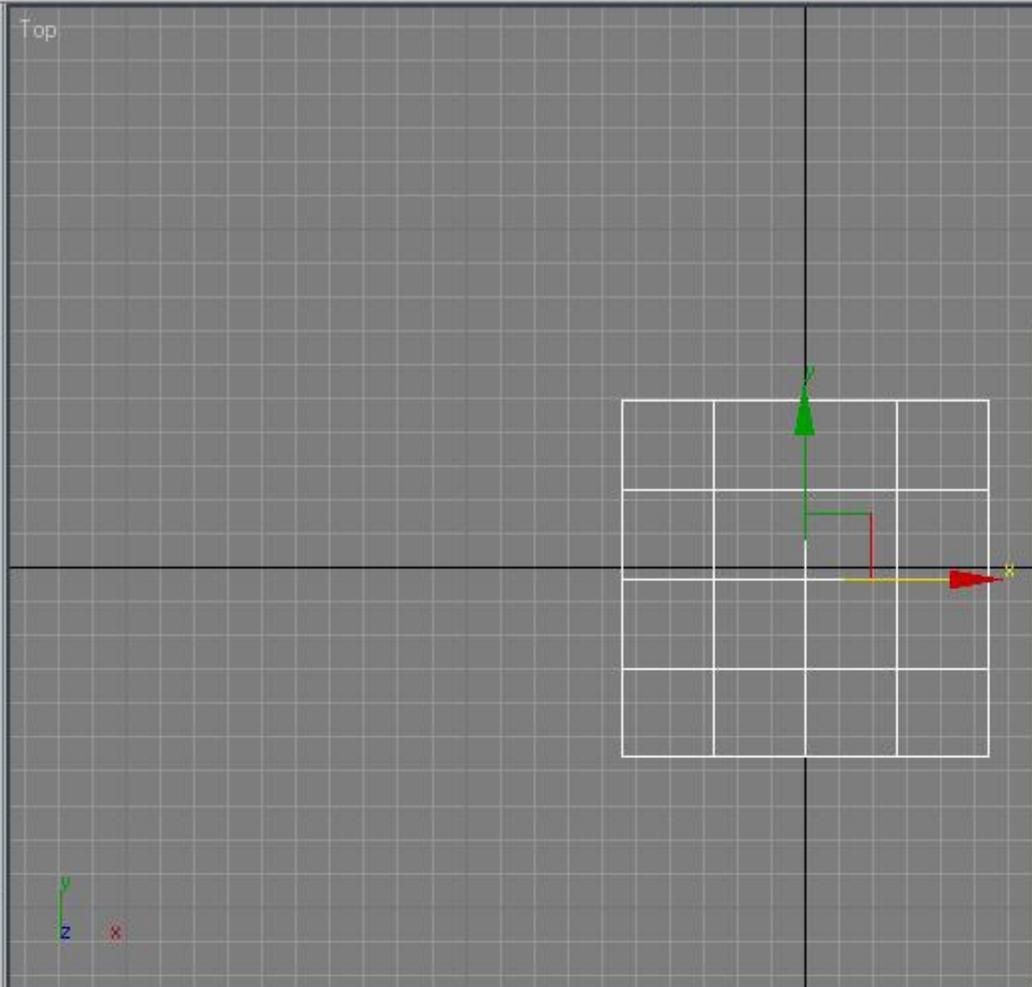
Posted by [Gen_Blacky](#) on Mon, 06 Jul 2009 09:17:11 GMT

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alpha blending needs a alpha channel

File Attachments

1) [test.JPG](#), downloaded 279 times



VertexPaint

Display Channel: 3

Opacity: 100
Size: 26.982

Brush Options
Palette

Ignore Backfacing
Soft Selection...

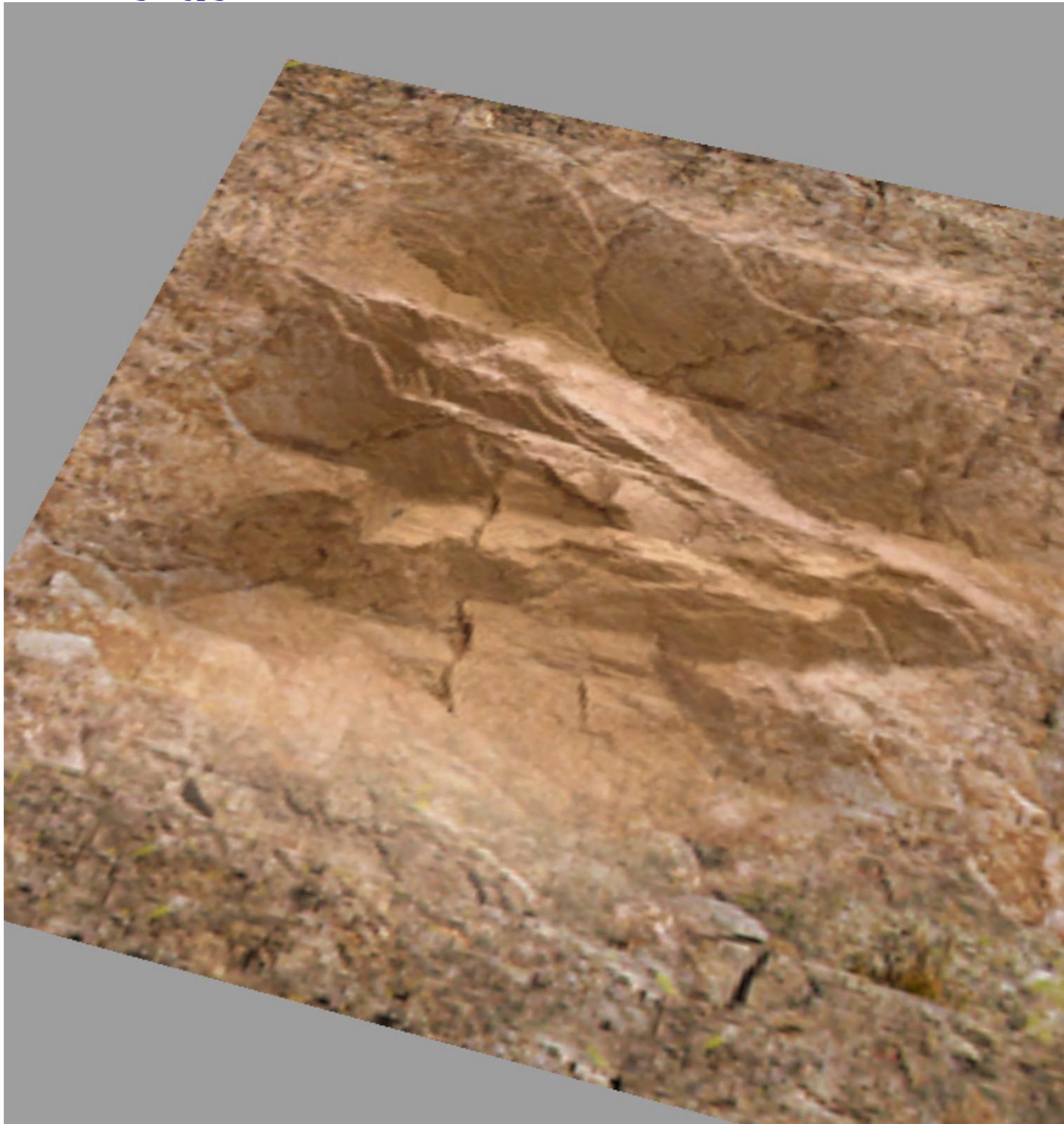
Strength: 100
Adjust Color

Layer
Mode: Add
Opacity: 100

+ -

The VertexPaint panel is located on the right side of the interface. It features a 'Display Channel' dropdown set to '3'. Below it are controls for 'Opacity' (set to 100) and 'Size' (set to 26.982). There are several brush icons and a 'Palette' button. Further down, there are checkboxes for 'Ignore Backfacing' and 'Soft Selection...'. Below that are 'Strength' (set to 100) and 'Adjust Color' options. At the bottom, there is a 'Layer' section with a 'Mode' dropdown set to 'Add' and an 'Opacity' slider set to 100. There are also three icons for layer operations: a plus sign, a minus sign, and a downward arrow.

2) [rettfgd.jpg](#), downloaded 277 times



Subject: Re: Alpha blending.

Posted by [YazooGang](#) on Mon, 06 Jul 2009 15:09:59 GMT

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Thanks Mr.VeryNiceGuy!

Whats your old nick again? Gen Blacky or something like that right?

Subject: Re: Alpha blending.

Posted by [YazooGang](#) on Mon, 06 Jul 2009 15:33:04 GMT

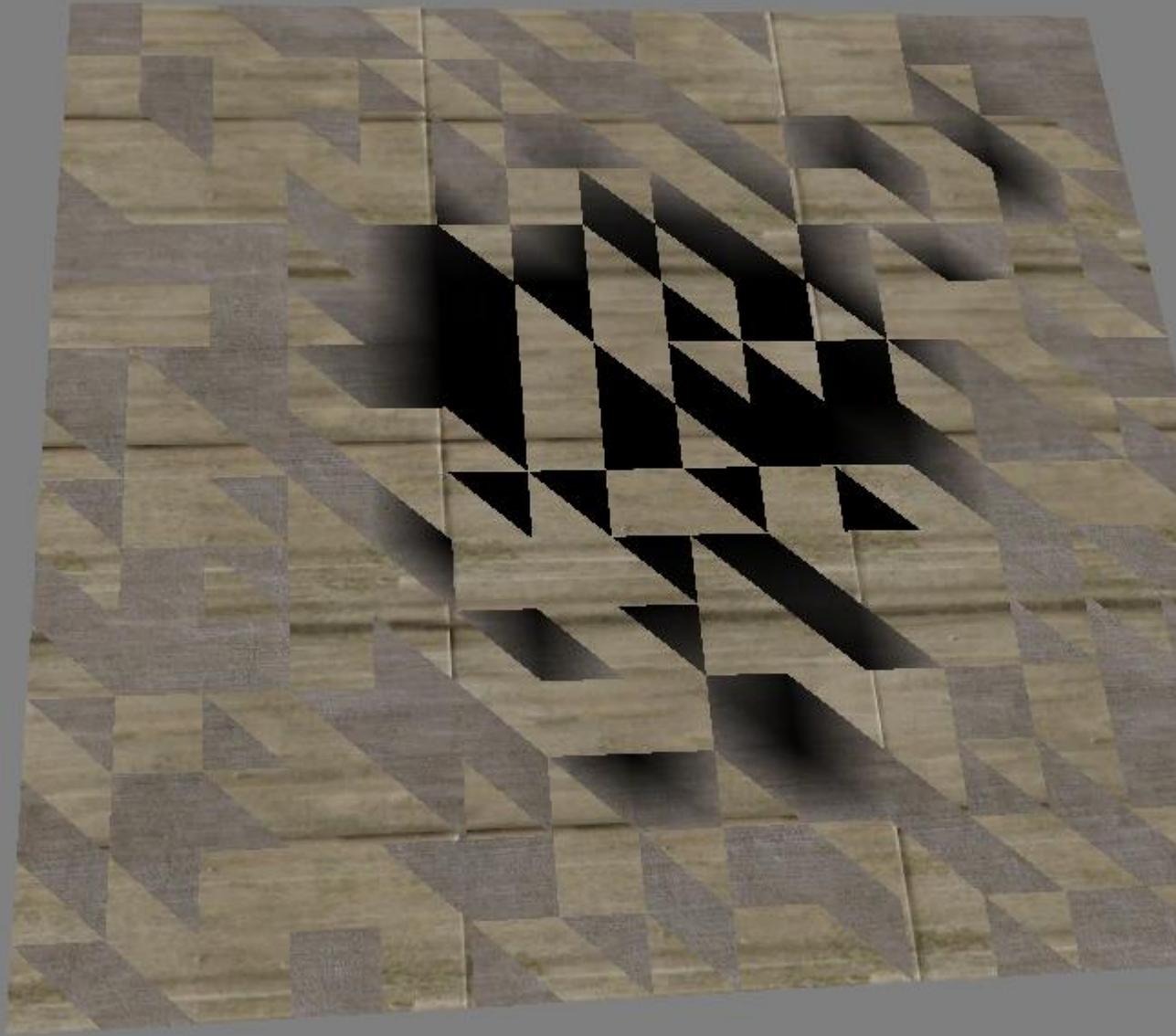
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Omg, i get this in w3d viewer

File Attachments

1) [nadayel.JPG](#), downloaded 390 times

GPU : 59.0 °C
308 : 63.0 °C
FPS

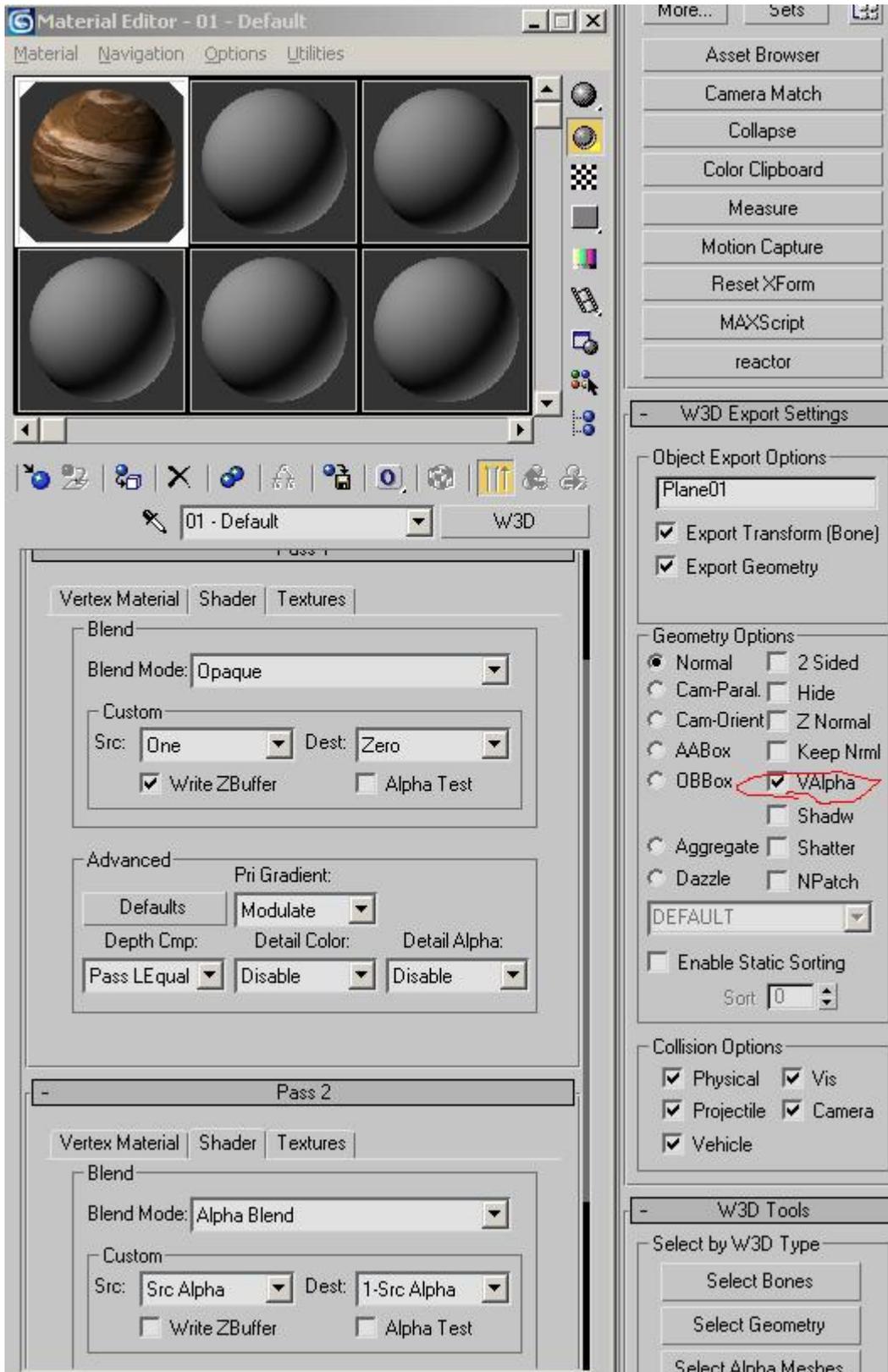


Subject: Re: Alpha blending.
Posted by [Gen_Blacky](#) on Mon, 06 Jul 2009 20:24:47 GMT
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lol what you do , make sure you have the right texture and w3d settings.

File Attachments

1) [untitled.JPG](#), downloaded 283 times



Subject: Re: Alpha blending.

Posted by [YazooGang](#) on Mon, 06 Jul 2009 21:17:17 GMT

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My hero I didnt check the valpha thing.
