
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 a lot 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 [mrÃ£Ã§Ã·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 can't get it work in 3DS MAX. I really need it for my Campaign.

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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

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1) [test.JPG](#), downloaded 252 times

Untitled - RenX - W3D Modeler Edition

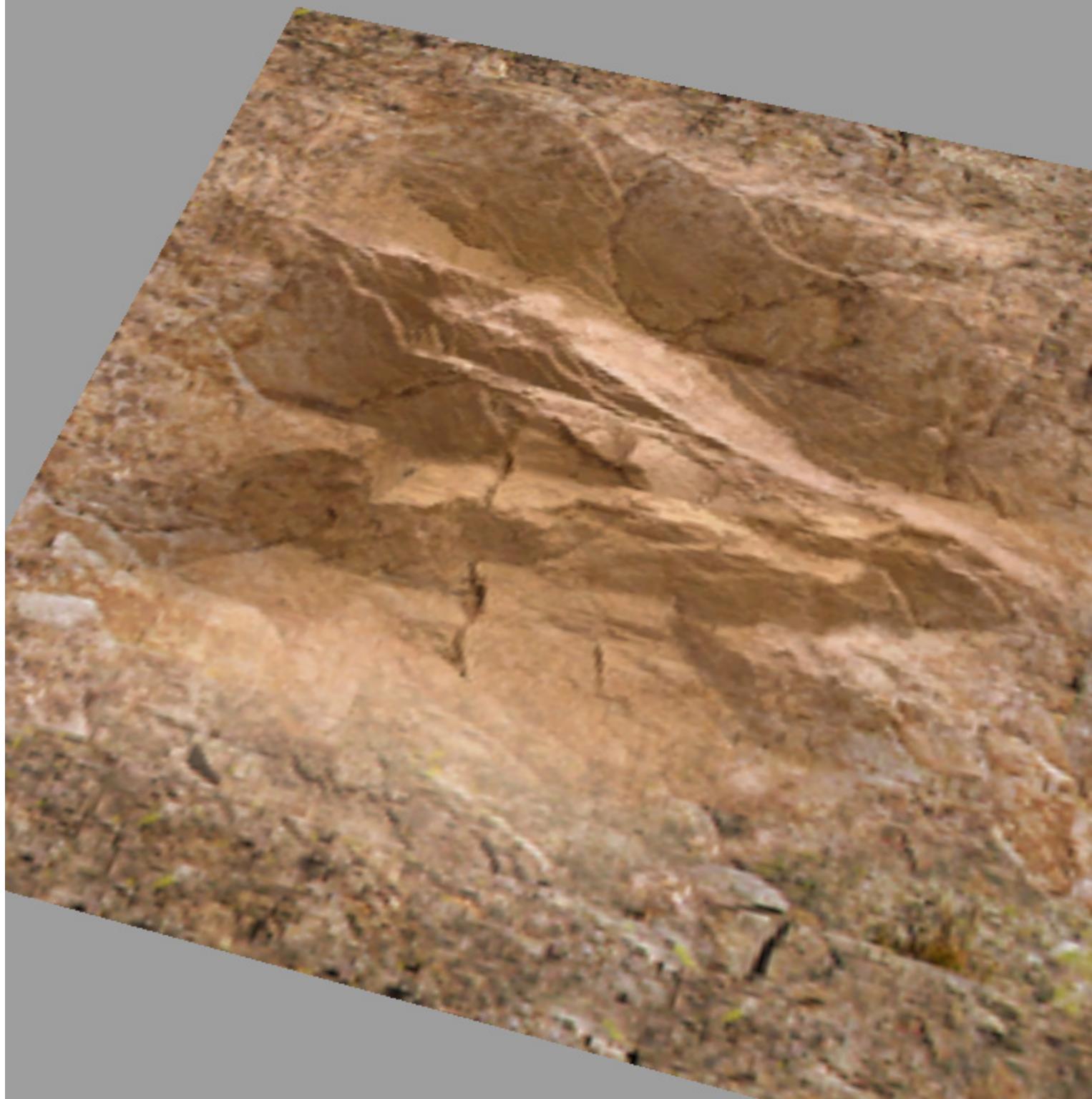
File Edit Tools Group Views Create Modifiers Character reactor Animation Graph Editors Rendering Customize MAXScript Help



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2) [rettfgd.jpg](#), downloaded 245 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

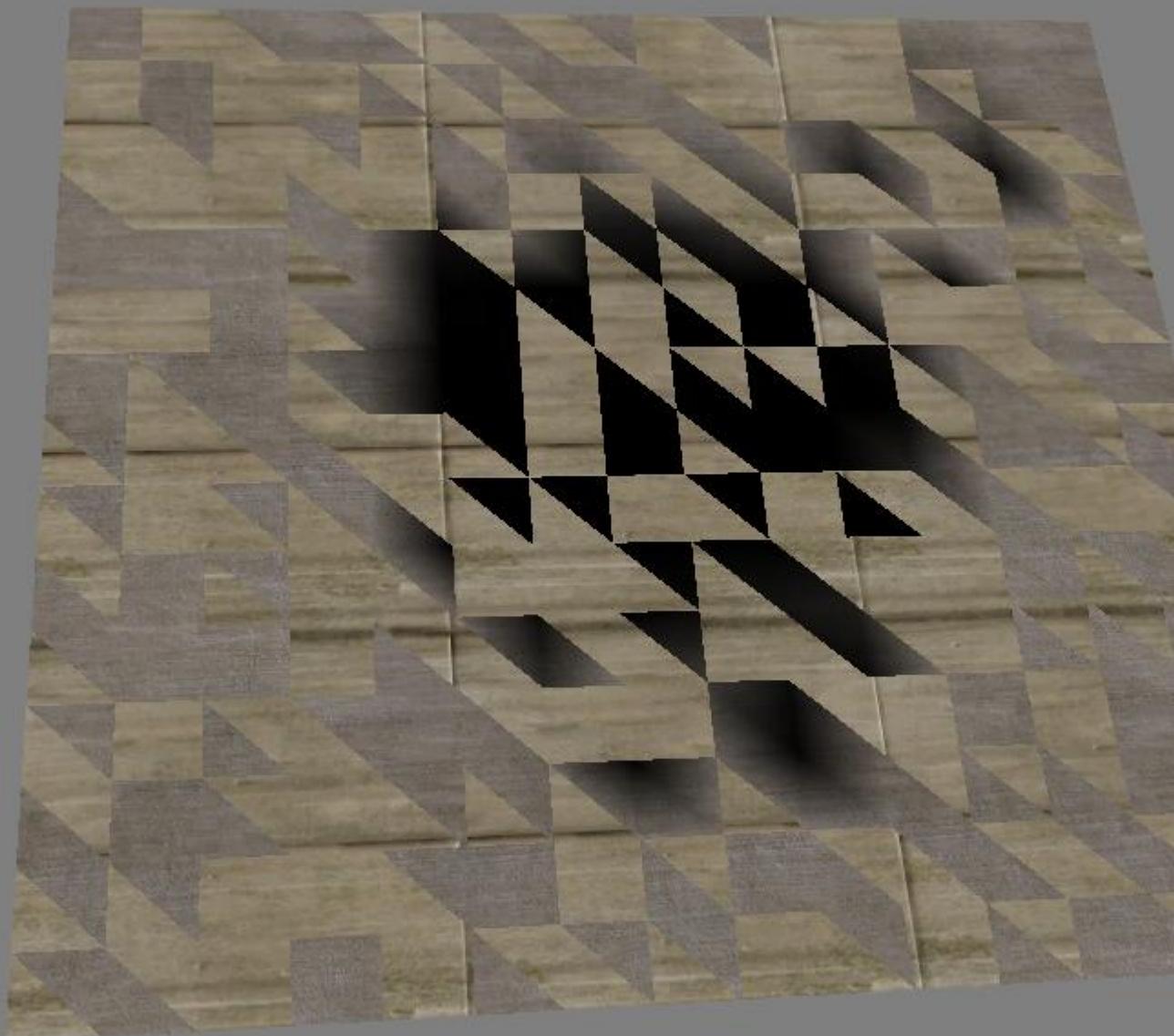
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Omg, i get this in w3d viewer

File Attachments

1) [nadayel.JPG](#), downloaded 361 times

GPU 0308 : 59.0 °C
63.0 FPS



Subject: Re: Alpha blending.

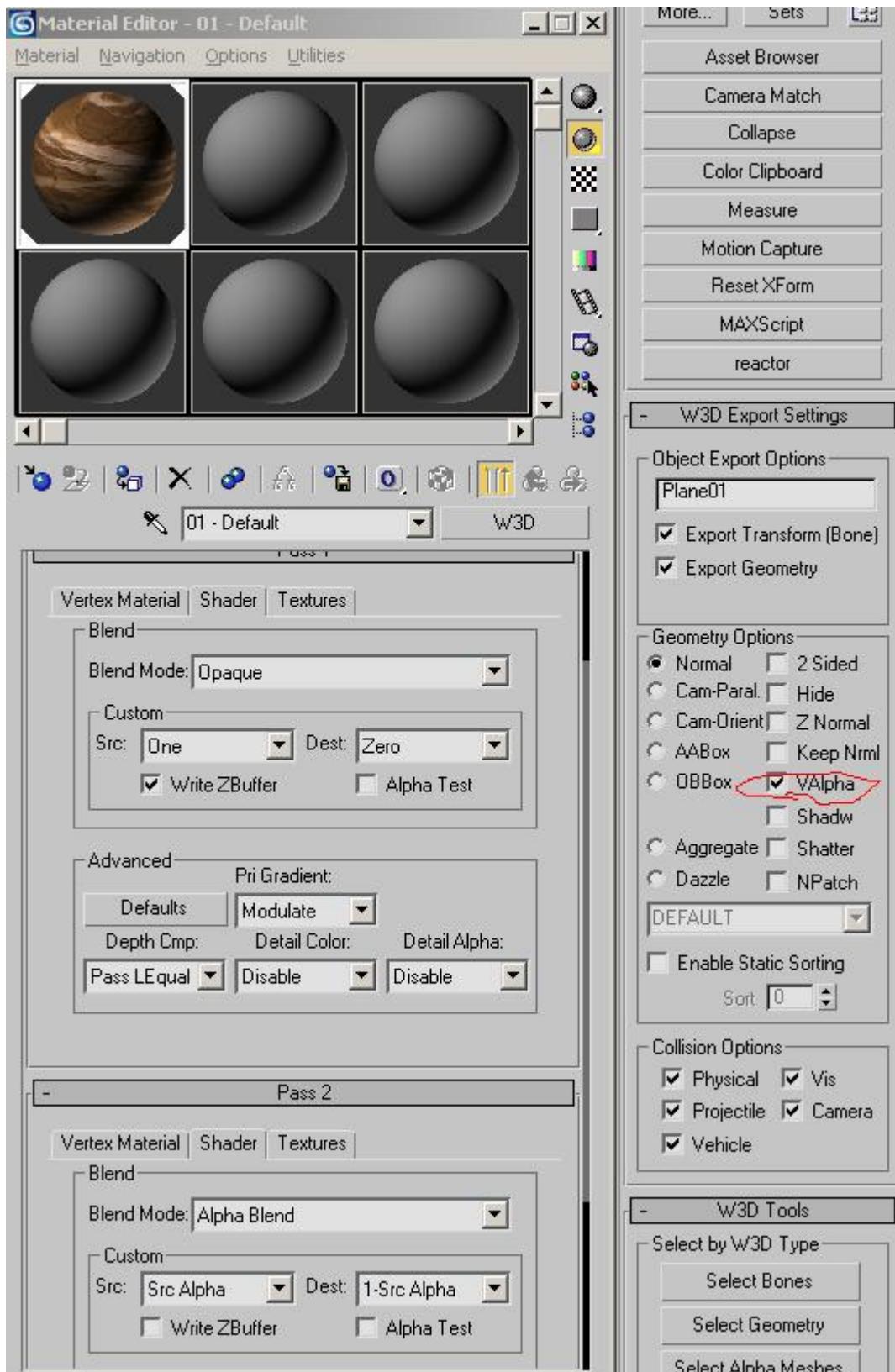
Posted by [Gen_Blacky](#) on Mon, 06 Jul 2009 20:24:47 GMT

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lol what you do , make sure you have the right texture and w3d settings.

File Attachments

1) [untitled.JPG](#), downloaded 248 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.
