Subject: I need blending tutorial
Posted by Anonymous on Tue, 18 Feb 2003 18:42:00 GMT
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Blending textures is pretty easy, but has a few more steps than basic textures. First, create a normal in RenX, but in the first screen, change the pass count to 2. Then, for pass 1, choose the stage 0 texture that will the the top texture, the painted-on texture. For pass 2, choose the texture that will serve as the background texture. Then, under pass 2, click the "shader" tab. In the dropdown list with "opaque" selected, select "alpha blend".Then apply the texture you want, and whatever UVW mapping you want for it, and dont forget to click "display" for the stage 0 texture (the pass doesn't matter, just choose the one you want to be visible in RenX). Then, in the editable mesh sub-object mode, select all the polygons on the mesh that you wish to 'paint'the pass 1 teture onto, and then in the modifyer dropdown list, choose vertex paint.Then click the "VertCol" button, which will enable you to view the painting. Then, in the color palette, click black, and then the paintbrush button near the top of the parameters rollout, and start painting your mesh. Vertex paint (obviously) relies on the nearby vertex for where to apply the coloring, so you may want to cut out shapes (and outlines for fading purposes) by using the cut tool in the edge or polygon editable mesh sub-object modes. When you're done painting, dont forget to click the "valpha" in the W3D tools geometry section.And that is all from Dante's help file