
Subject: Alpha blending.....

Posted by [Anonymous](#) on Tue, 14 Jan 2003 19:03:00 GMT

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oh boy, ive explained this 5 times at least...select material, press m, change pass # to two. for 1st pass, select (do not select display) texture you want to "paint" on. 2nd pass (press display) is the background texture. for 2nd pass shader, change from opaque to alpha blend.when done, goto vertex paint and paint areas where you want to be blended black. finally, go to the w3d options and check of Valpha.
