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Subject: I got a question...

Posted by [Anonymous](#) on Wed, 25 Dec 2002 16:47:00 GMT

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quote: I beleive he detached the necessary polys as a new object and had 2 textures per object. he then blended them so it seemed seamless. Thats probably the best way of doing it. It may be possible to blend 3 textures, but it would probably take a very heavy toll on the game engine.

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