
Subject: I got a question...

Posted by [Anonymous](#) on Wed, 25 Dec 2002 15:09:00 GMT

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I have a rock texture, and a water texture belended ontop of it. (The water is moving, therefore taking up 2 passes) The rock texture is the 3rd pass. Is it possible to blend a different texture onto the rock along with the water? In other words, is it possible to have 3 different textures blended (Using the vertex paint) on one plane? [December 25, 2002, 15:09: Message edited by: maytridy]
