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Subject: Texture blendings with terrain.

Posted by [Anonymous](#) on Tue, 26 Nov 2002 23:10:00 GMT

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Alot of us do use that technique in our maps (called alpha blending.) Blending into concrete isn't realistic IMO though, how often do you see grass growing out of concrete?(barring cracks, that is.) Mostly it's used to blend terrain meshes into other meshes, like tiberium fields into grass.

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