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Subject: C&C\_Tempest, the first map to premier Stonerook's concep

Posted by [Anonymous](#) on Sat, 21 Sep 2002 19:09:00 GMT

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Because it's not hard doesn't mean it can automatically done well. The compute vertex solve often screws up the alpha blend between two meshes. When I experimented with the emissive value in the material editor I was stunned at how well it turned out. In my past experience there was always that obvious line where you could tell where one mesh ended and the other began - not so this time.

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