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Subject: How is it possible to assign multiple textures to one mesh w

Posted by [Anonymous](#) on Tue, 25 Jun 2002 00:48:00 GMT

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BTW, you do not only have to use materials from the file system. I was just thinking, what if I had a material assigned somewhere else in the scene, can I use that too? Yes, you can browse and select materials from your scene. Then I just tried to assign a 2 pass alpha blend to one section of faces... Bad results, it tells me that all the materials on that mesh will need the same number of passes. Oh well, cannot blame a guy for trying.

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