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Subject: Renegade Tutorial.gmax Problems - Pics included

Posted by [Anonymous](#) on Sat, 27 Apr 2002 15:22:00 GMT

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It wouldn't show you anything, it would be just like the last pic in the tutorial. I followed the tutorial to do it, but if you really want the gmax file you can have it. It is just one plane with the textures applied. One thing to note though is, the more polygons on the face of the mesh, the more control you have over painting different parts of the vertices of the mesh. The plane i used was 100 x 100, with 20 Height Segs and 20 Width Segs. That is how you can change the opacity incrementally. Of course that was just for testing, you would have to find the right combination of number of polygons, detail, etc, when doing a whole level (but you prob wouldn't need to alpha blend all the textures in the level either). Haven't tried applying an optimize filter (to lower polygons) to it as of yet. It Would be interesting to see if it turned out the same, when reducing the polygons, after painting the vertices, etc.

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