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Subject: Blending Textures

Posted by [IRON FART](#) on Sat, 26 Feb 2005 03:07:36 GMT

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You can't separate the terrain and blend across 2 terrains (if thats a word).

You will need to section off portions of your terrain that will include the dirt path for example.

On that section you can set the texture to a grassy texture, and paint on the dirt with vertex paint.

But to do the cliffs, that will need to be another section that will have grass and a rock texture.

Its kind of hard to explain.

Just remember that you can only have 2 textures per section. One normal covering and one for alpha blending.

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