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Subject: Re: [RenX] VertexPaint crash

Posted by [Spice](#) on Mon, 03 Apr 2006 01:41:48 GMT

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Ok, select the mesh you want to do the alpha blending on and press M. Press the new material button to the left of the material editor, It's the top most button.

- Name your material
- Change your surface type to whatever.
- Change your pass count to two.
- Go to pass1 and choose your texture
- go to pass2 and change your shader to alpha blend.
- choose your texture and press assign material to section then press the display button display.

Afterwards you can use the vertex paint modifier to apply the blend. Pass two will be the texture you are blending in. You can also go to editable mesh, and choose a vertex to alpha blend, scroll down on the editable mesh options list and look for vertex color and change it to black.

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