Subject: vertex paint then optimize Posted by Titan1x77 on Wed, 11 Jun 2003 20:58:22 GMT View Forum Message <> Reply to Message

Thanks...So if i want a highly detailed alpha blend im going to have alot of poly...I Figured it used the geometry....Just thought maybe there was a special way of doing this.

So why would you want to create a vertice ...if you cant use it?