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Subject: poor texture alignment on my maps

Posted by [NeoSaber](#) on Wed, 23 Jul 2003 06:53:54 GMT

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I had the same problem with the mountains in the map I'm working on right now. To fix it I alpha blended the texture into itself.

Make a two pass material (set up for alpha blending), both passes have the same texture but each has a different UV map channel. For the base texture use whatever your UVW settings are for the mountain already. For the blended on texture use a plane setting that's turned to be flat against that mountain, or as flat as you can get it. Then anywhere you see a misaligned polygon, put some vertex paint around the edges of it. This should blend the edges out so you have a continuous texture. At the very least people won't see the edge unless they stare at it for ten minutes.

This was fairly easy to set up and I think it worked rather well in my map.

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