Subject: Alpha Blending Posted by The Party on Mon, 27 Apr 2009 19:48:01 GMT View Forum Message <> Reply to Message

Is there a better way to create nice buffered alpha blend layer around detached items like tib fields? I did the textures in RenX and used the Vertex pain tool.

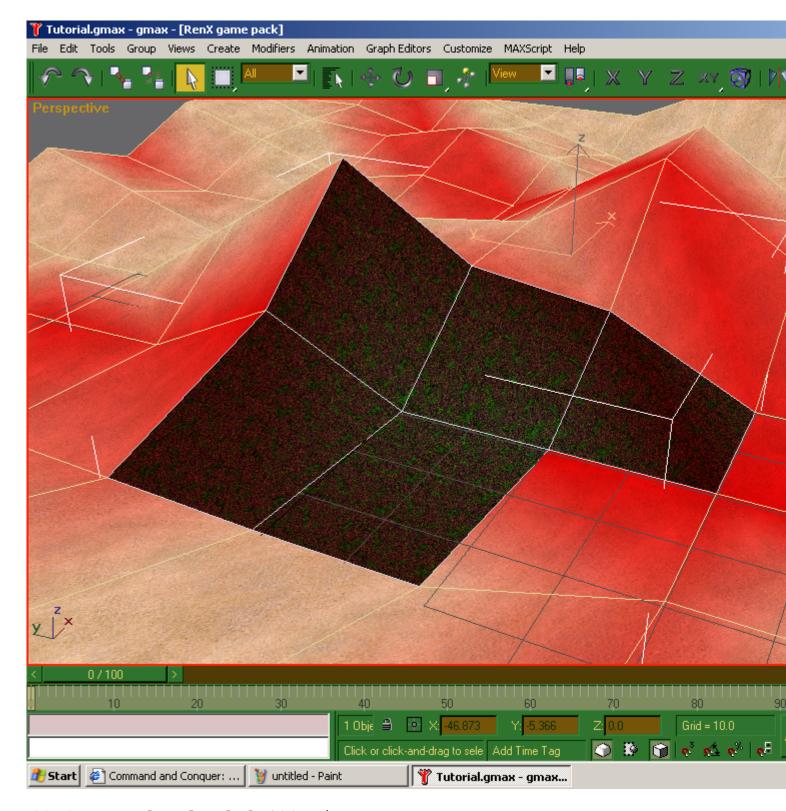
It looks okay but when I go into LE it sucks.

So how can I perfect my technice and do this better?

## File Attachments

1) 1.PNG, downloaded 390 times

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2) 2.PNG, downloaded 400 times

