
Subject: Alpha Blending

Posted by [The Party](#) on Mon, 27 Apr 2009 19:48:01 GMT

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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.

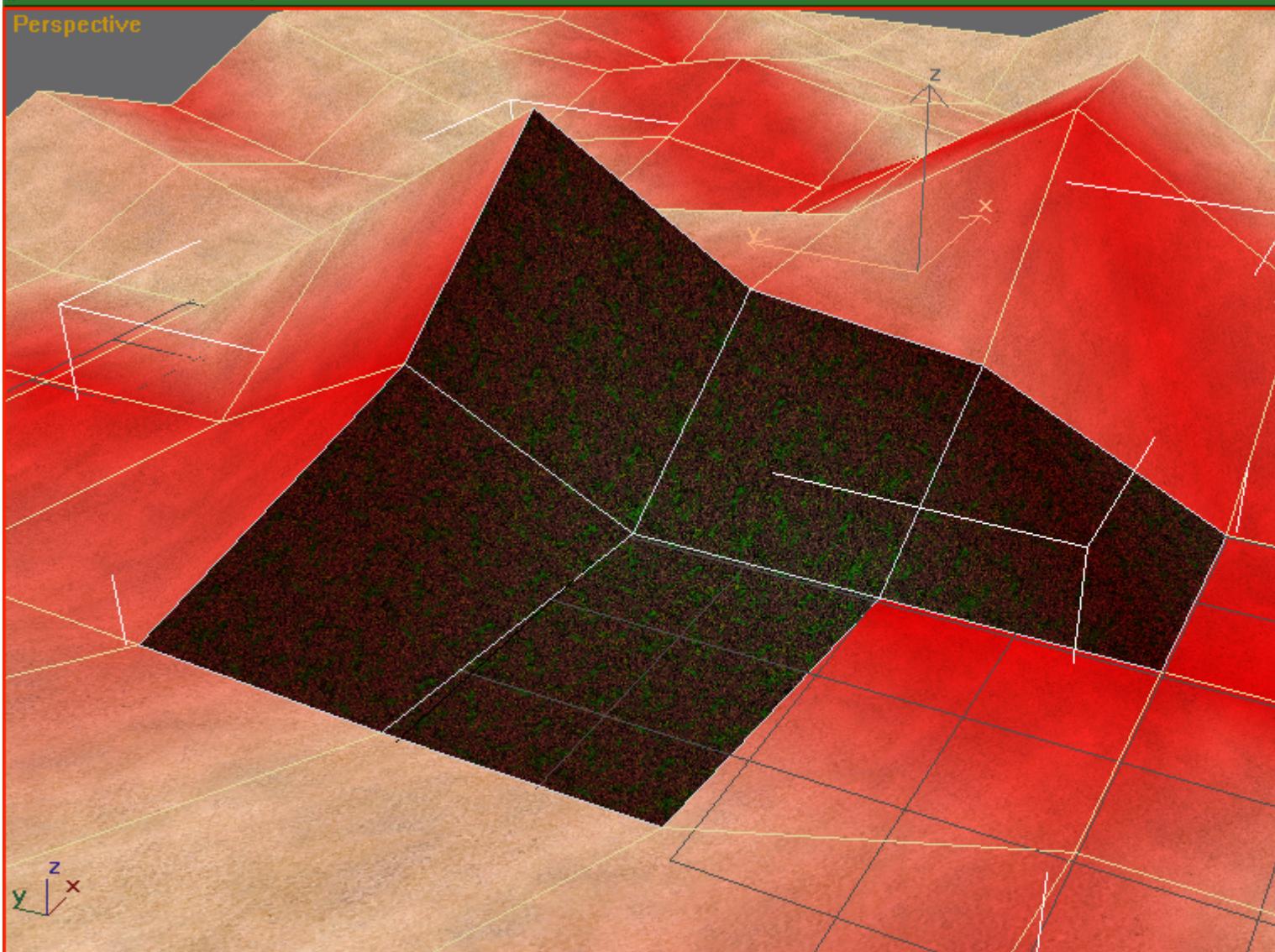
So how can I perfect my technice and do this better?

File Attachments

1) [1.PNG](#), downloaded 464 times



Perspective



< 0 / 100 >

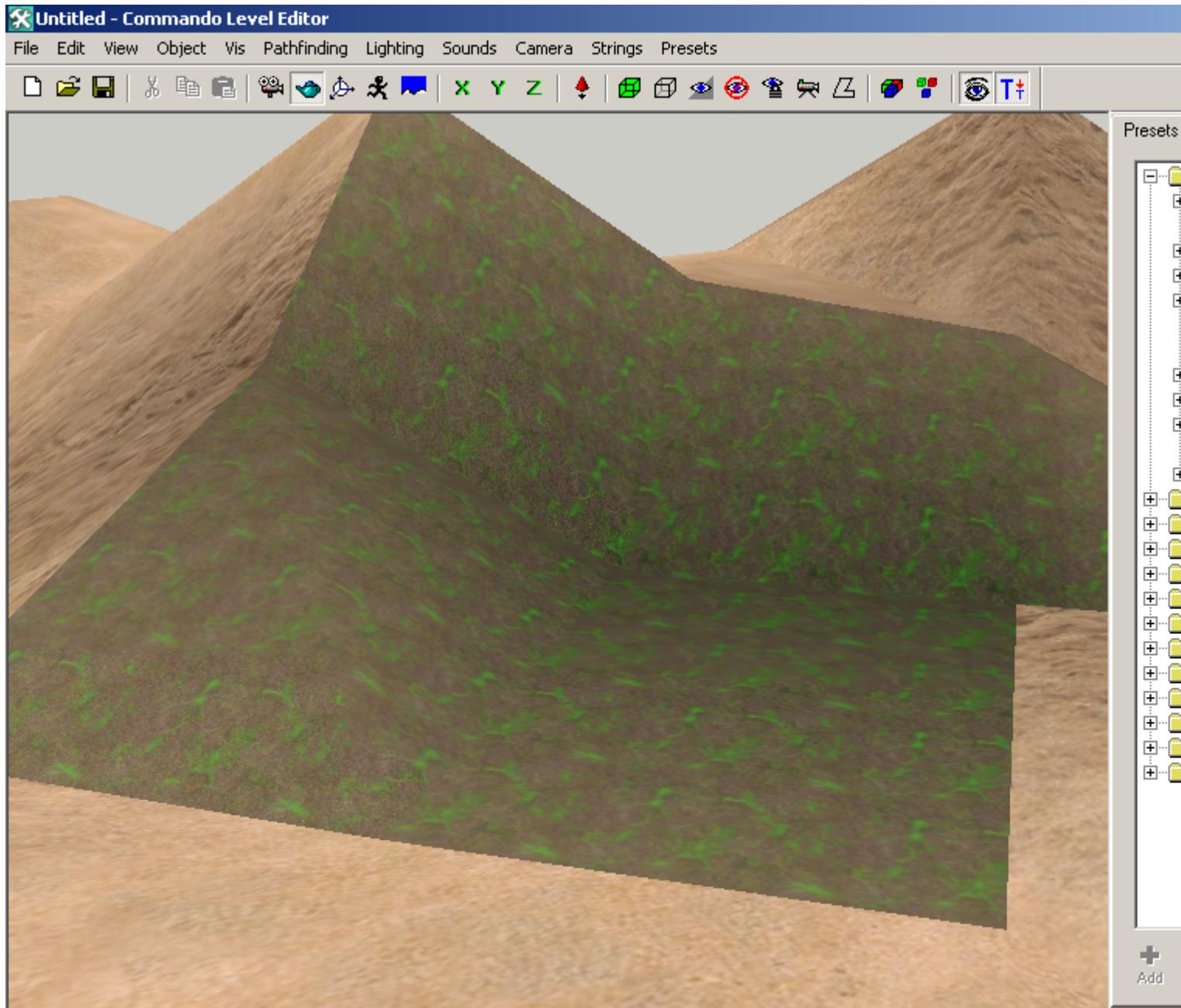
10 20 30 40 50 60 70 80 90

1 Obj X: -46.873 Y: -5.366 Z: 0.0 Grid = 10.0

Click or click-and-drag to select Add Time Tag

Start Command and Conquer: ... untitled - Paint Tutorial.gmax - gmax...

2) 2.PNG, downloaded 476 times



```
TimeManager::Update: warning, frame 33 was slow (27495 ms)
TimeManager::Update: warning, frame 35 was slow (3680 ms)
TimeManager::Update: warning, frame 612 was slow (35064 ms)
```

Ready

Tutorial

Camera (-123.48,-14.24,22.40)

France

