## 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
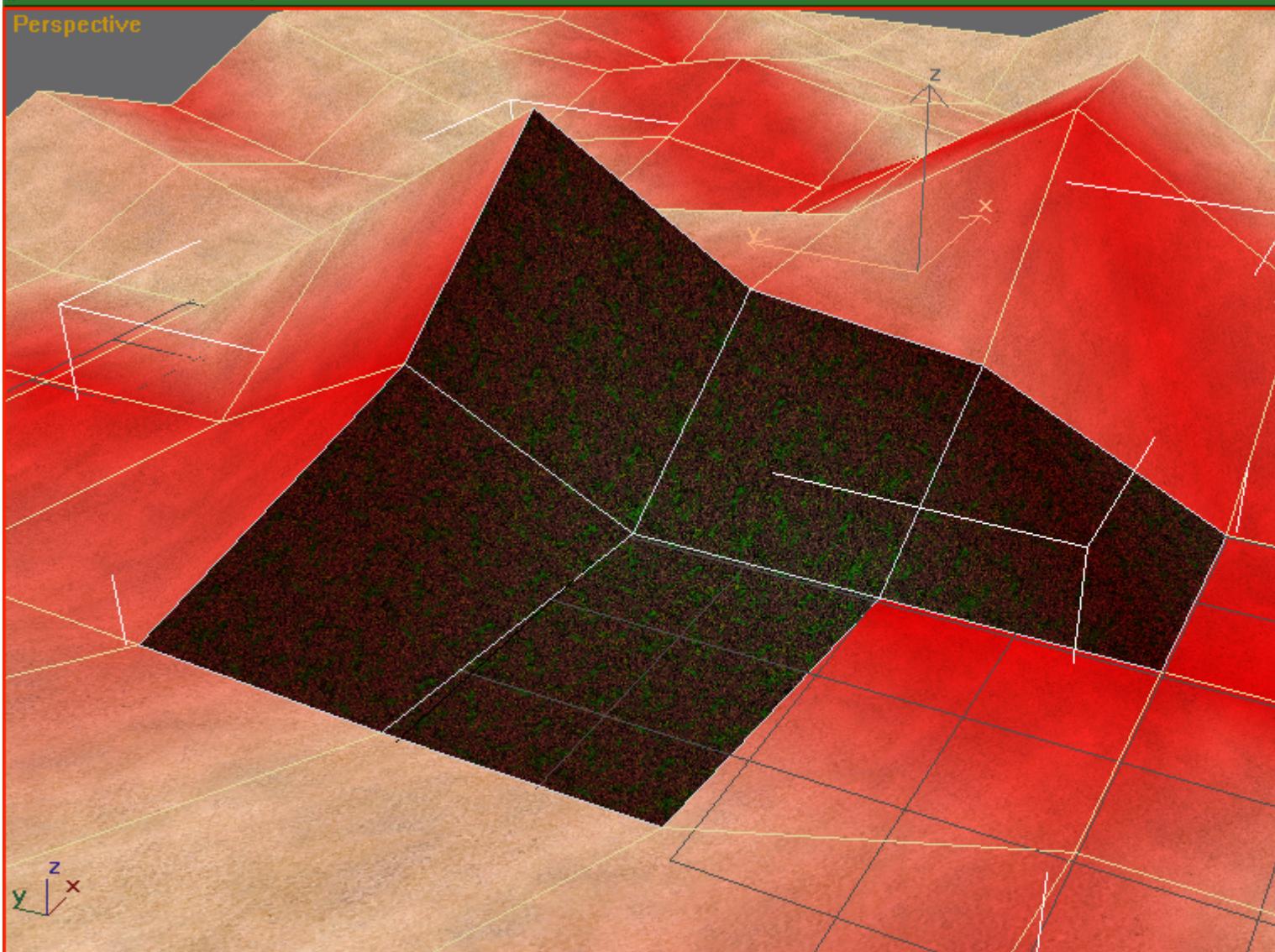
2) 2.PNG, downloaded 476 times
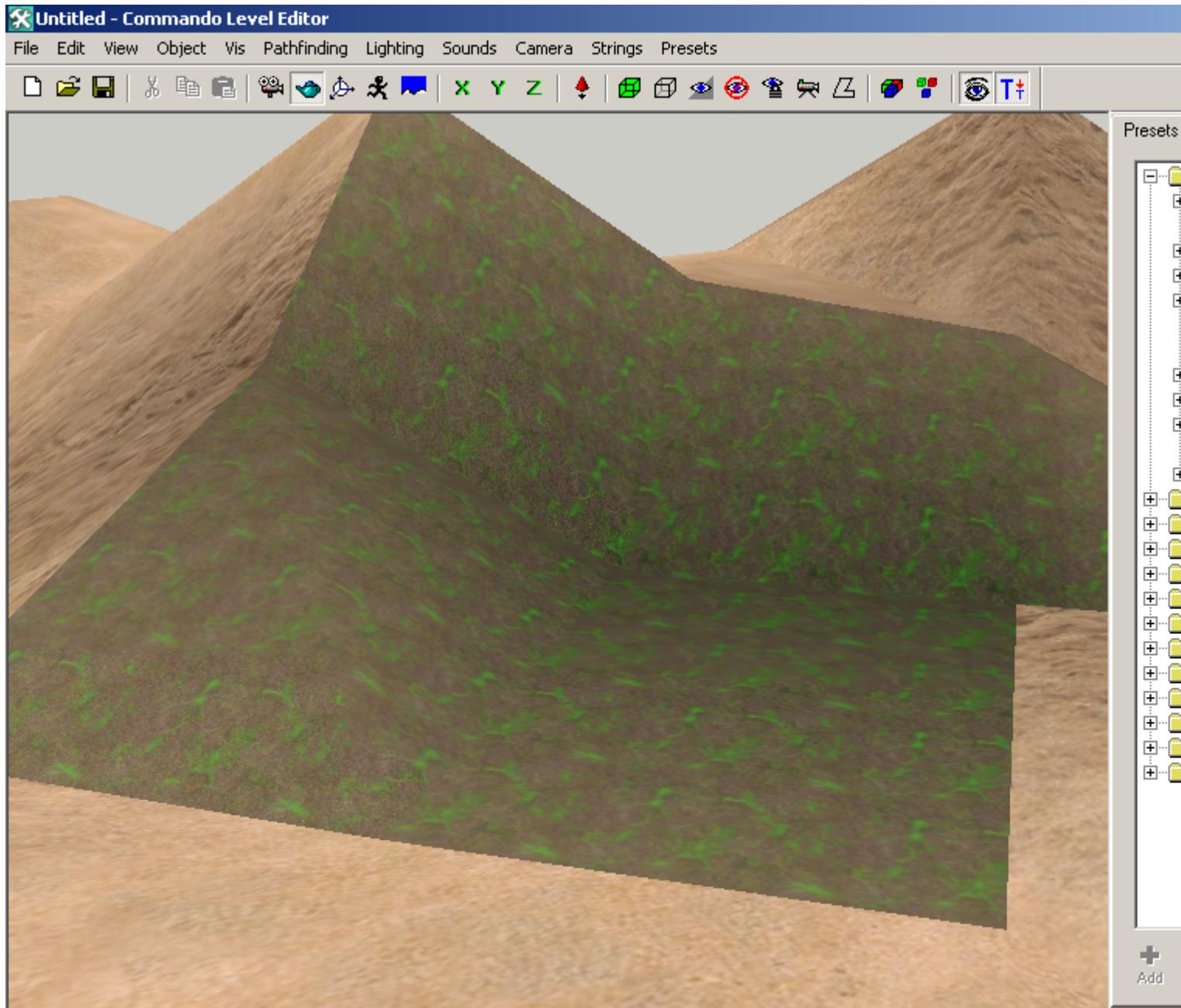
TimeManager::Update: warning, frame 33 was slow (27495 ms)
TimeManager::Update: warning, frame 35 was slow (3680 ms)
TimeManager::Update: warning, frame 612 was slow (35064 ms)