Subject: Alpha Blending
Posted by The Party on Mon, 27 Apr 2009 19:48:01 GMT
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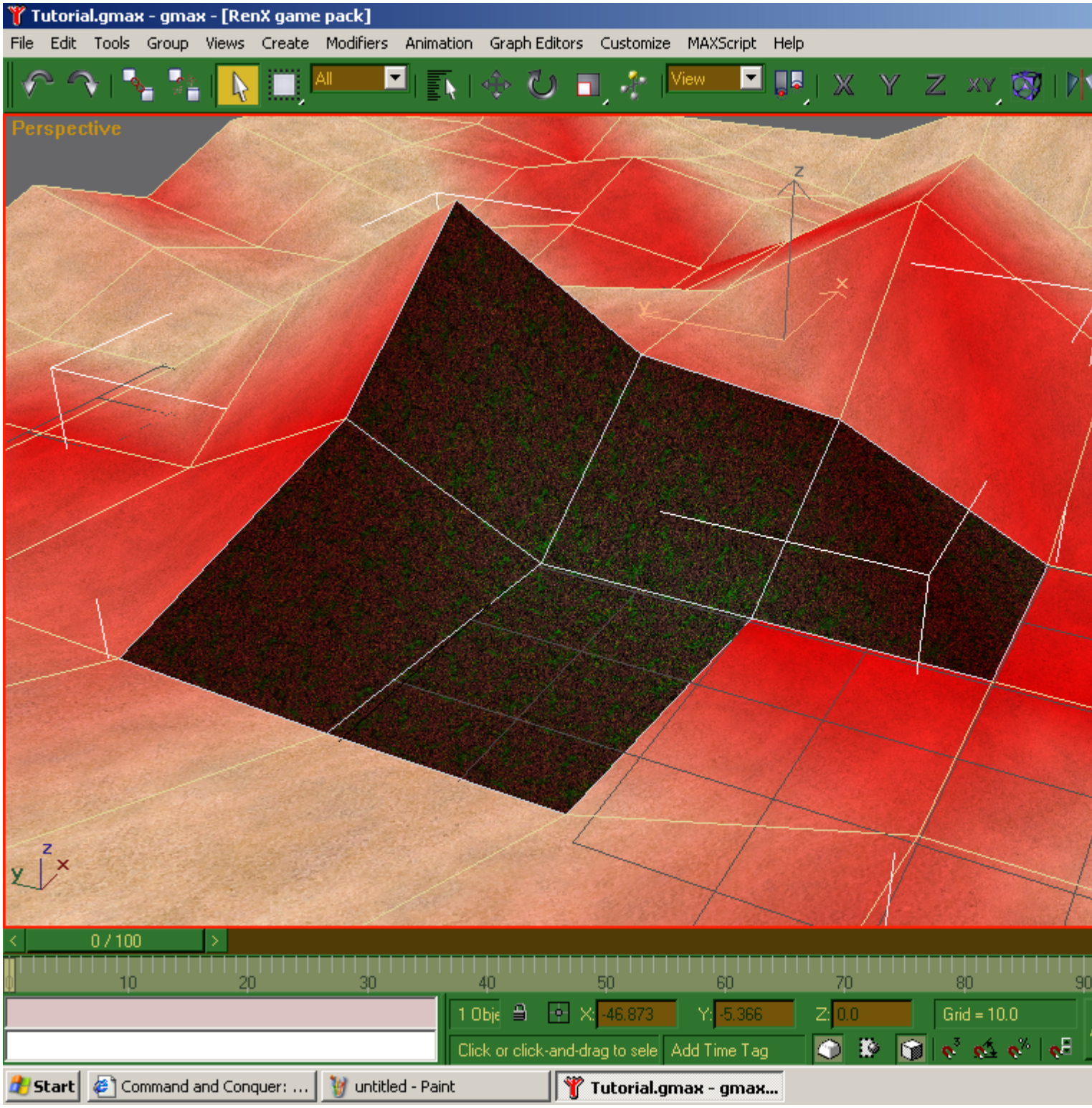
Is there a better way to create nice buffered alpha blend layer around detached items like tib fields? I did the textures in RenX and used the Vertex pain tool.

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

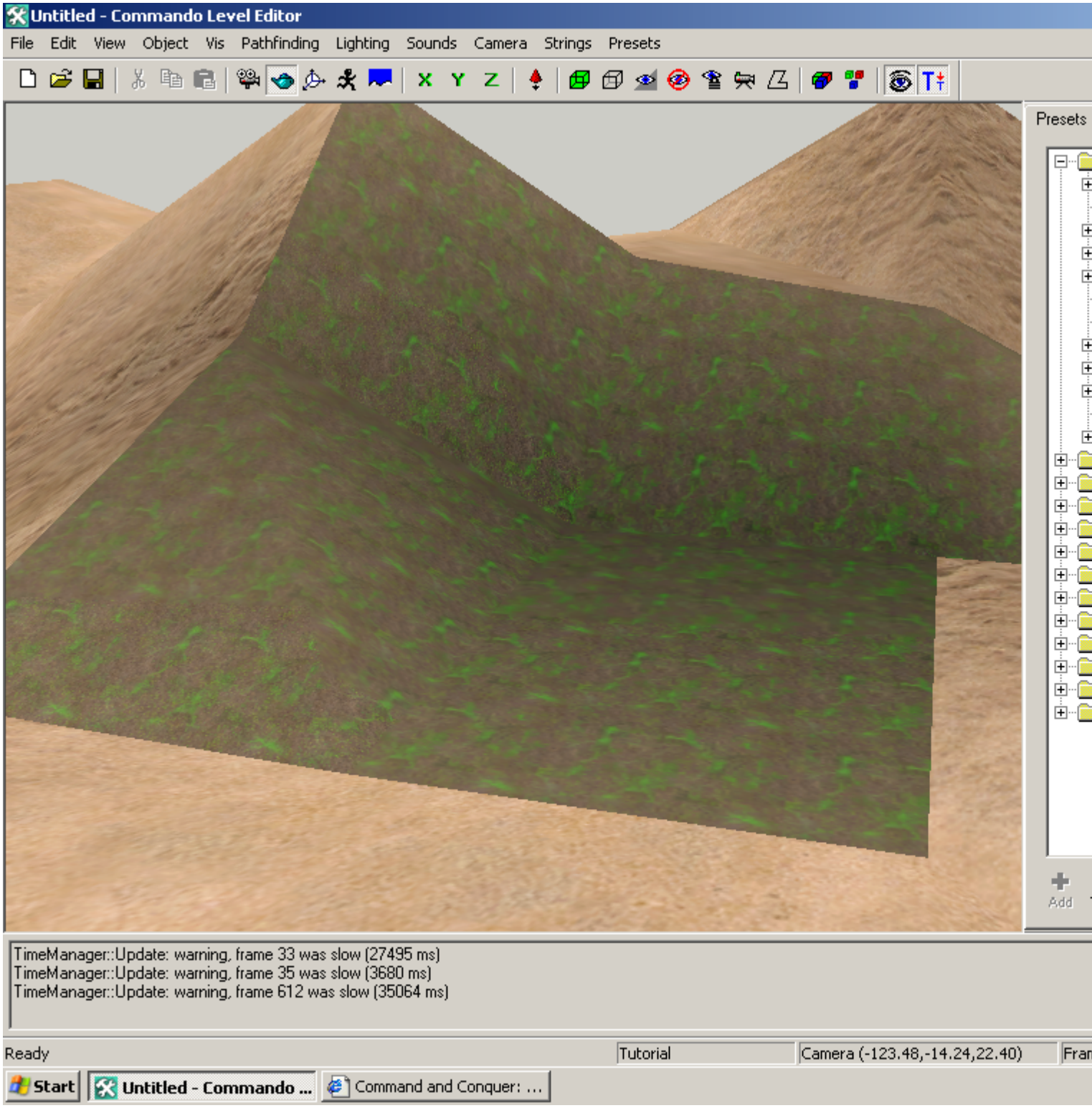
So how can I perfect my technice and do this better?

File Attachments

1) 1.PNG, downloaded 460 times



2) 2.PNG, downloaded 473 times


Untitled - Commando Level Editor
File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets
X Y Z
Presets
Add
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)
Start
Untitled - Commando ...
Command and Conquer: ...