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Subject: Alpha Blending

Posted by [Gen\\_Blacky](#) on Sun, 14 Jun 2009 18:38:41 GMT

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I'm trying to find a way to alpha blend 3 textures on one mesh. does anyone know how to make 2 alpha channels on one mesh in gmax. Vertex paint creates only one alpha channel and then alpha blending gets the gray scale of the alpha channel and applies the texture.

Edit:

I managed to make this effect

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**File Attachments**

1) [3passblendtest.zip](#), downloaded 133 times

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