
Subject: Alpha Blending

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

[View Forum Message](#) <> [Reply to Message](#)

Im 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 gay scale of the alpha channel and applies the texture.

Edit:

I managed to make this effect

File Attachments

1) [3passblendtest.zip](#), downloaded 164 times
