

---

Subject: Re: W3D Blender

Posted by [yesfish](#) on Tue, 22 May 2012 22:23:13 GMT

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

---

Both blender and max are annoying in different ways IMO. I'm doing this because it's fun. Maybe I'll make a 3dsmax9+ kit in future if it works out. : p

Progress tonight: Materials can have multiple textures. Material vertices don't blend - so they're actually per face, duplicating vertices at borders.

Looked into the duplicate materials. They seem to be perfect duplicates. My favourite test subject, the airstrip, has: concrete, tarmac, cement, lightmap, concrete, tarmac, cement, lightmap.

What's still not clear is why. I thought, maybe it duplicated for every shader, but then you have other models which have varying numbers of material pieces...perhaps it could even be RenX weirdness?

Something interesting though. Ignoring the duplicates, materials don't overlap... except for the lightmap, which blankets everything. Lightmaps could well be a special feature that they've just shoved in there, if that turns out to be the case then it can be treated as such.

---