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Subject: Re: Blending 3 textures

Posted by [Mauler](#) on Fri, 18 Jan 2013 09:58:33 GMT

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Painting three passes on one mesh is just plain wrong... I would detach the area you want to blend the field into and apply a 2 pass blend... having three is just going to cause more trouble than it's worth.. you might have to move around some vertices and possibly extrude a bit to get a clean edge to blend.

Also not bad for a first map.. much better than 80% of what's out there haha!

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