Subject: Re: Blending 3 textures
Posted by Gen_Blacky on Sun, 20 Jan 2013 06:30:53 GMT

View Forum Message <> Reply to Message

Mauler wrote on Fri, 18 January 2013 02:58Painting 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!

This