Subject: Meshes Not fiiting together smoothly
Posted by Blazea58 on Thu, 13 May 2004 01:26:18 GMT
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I know exactly what is causing that to happen, as ive had alot of experience with this kind of thing..   What you want to do here, is For all the areas on that map , which are connected to eachother...

Have the same pass 2 material for the blending, and it will simply go away..

That is being caused cause you blended the same pass 1 material into another.. The problem is that it wont line up the textures how they should be.

IF you use the same pass 2, then you will see all the textures seamless, you wont be able to see that line seperating them.

Try that and see if it works, im sure it will as that was the major prob i was having with blending.