Subject: Need Help With Alpha Blending
Posted by Anonymous on Wed, 19 Jun 2002 13:47:00 GMT
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Is it possible to alpha blend editable meshes? When i try to put black paint on them, nothing happens. What do i need to do to get things that i have converted to editable meshed so i can get the vertex paint working? (i've aplha blended reg. objects before) 5*'s for whoever helps [June 19, 2002, 13:48: Message edited by: Havoc298374]

Subject: Need Help With Alpha Blending
Posted by Anonymous on Wed, 19 Jun 2002 13:54:00 GMT
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Well, editable meshes are regular objects to me, I almost always convert. Anyways, one thing that was missed on painting tutorial I saw earlier is to hit that vertcol button by toggle in the vertex color paint parameters rollout. Another easy way is to select the vertices that you want black, this is back at editable mesh, not in vertex paint, do not use for this way. Anyways, select your vertices, and in surface properties rollout, down at bottom, click on color. Then, choose black for the specific vertices. That is 0, 0, 0 under rgb. [June 19, 2002, 13:54: Message edited by: steggyd]

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Posted by Anonymous on Wed, 19 Jun 2002 14:18:00 GMT
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Alright, Thx! 5*'s for you!