

---

Subject: Need Texturing Help

Posted by [Theatrrap](#) on Tue, 26 Jul 2005 07:44:55 GMT

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

---

I am trying to alpha blend and not having much success. I started a new file and just did a plane like in the tutorial and still cannot get it to work. If anyone could help me I would greatly appreciate it. I am following the alpha texturing tutorial on <http://renhelp.co.uk/>. Below is a link to a site that shows what I have done (tripod blocks attempts to access images for some reason so I had to do it this way to get it to work):

<http://theatrrap.tripod.com/helpme.txt>

---

---

Subject: Re: Need Texturing Help

Posted by [XSilent0X](#) on Tue, 26 Jul 2005 10:38:04 GMT

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

---

try this Hit me

---

---

Subject: Re: Need Texturing Help

Posted by [Theatrrap](#) on Wed, 27 Jul 2005 06:30:27 GMT

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

---

Ty, that worked well on my plane. Unfortunately it looks like I may have gone to a lot of work for nothing. I made, what i think is a very nice, though a bit large (nothing like some though dang) map, but I made it all out of boxes instead of planes. Now I think that I have to trash the whole thing. The boxes wont take a texture right because of how they have been distorted to become things. If anyone thinks they know a way to fix this or that they could texture it please let me know. I will try anything and if you do it for me you will receive full credit. I think this map will be nice but not if it doesnt work. Thank you for your time.

---

---

Subject: Re: Need Texturing Help

Posted by [danpaul88](#) on Wed, 27 Jul 2005 10:08:35 GMT

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

---

did you apply the UVW mapping modifier and set it to box mode?

---

---

Subject: Re: Need Texturing Help

Posted by [flyingfox](#) on Wed, 27 Jul 2005 20:23:32 GMT

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

---

I've had problems too

---

whenever I try to alpha blend something, it shows up in level edit as white instead of the secondary texture

all settings are done correctly in the material editor

to the thread starter. it sounds like you've stretched boxes to make planes, so the faces on the box will be extremely stretched if you look at it in wireframe mode (which is gotten by right clicking where it says perspective at the top left). try UVW mapping it and setting it to the box option like someone just suggested. if that doesn't work you could always divide the huge stretched faces into smaller ones.

---

Subject: Re: Need Texturing Help  
Posted by [Theatrrap](#) on Thu, 28 Jul 2005 03:06:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I did set it to box and that did not make it work. It sounds like your idea of it being stretched is right. What it is is that even just with one pass it looks like it is right in many places and then stretched real funny in large triangle areas. How would you go about dividing the areas?

---

Subject: Re: Need Texturing Help  
Posted by [flyingfox](#) on Thu, 28 Jul 2005 11:26:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

well first of all i'm not very good with max so if this doesn't sort out the problem i'm sorry.

first convert everything to an editable mesh. in the normal options it gives you, select "faces". under this there are tons of options, one of them is a button saying "divide". before doing this, go into wireframe mode. then click "divide", move to where the face is that is too long, and click somewhere in the middle of it. you will see extra lines appear to show there are now 2 faces instead of one. divide as you see fit. try to keep each face of a reasonable size.

you can also divide edges, which is useful if you want to weld a vertice to an edge but there is no vertice on the edge.