
Subject: Alpha blending.....

Posted by [Anonymous](#) on Tue, 14 Jan 2003 18:58:00 GMT

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

I feel like an idiot asking this.....but....can some point out a tutorial that has pictures with it for alpha blending. This is the only thin I am having trouble with. I still feel like an idiot.....

Subject: Alpha blending.....

Posted by [Anonymous](#) on Tue, 14 Jan 2003 19:03:00 GMT

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

oh boy, ive explained this 5 times at least...select material, press m, change pass # to two. for 1st pass, select (do not select display) texture you want to "paint" on. 2nd pass (press display) is the background texture. for 2nd pass shader, change from opaque to alpha blend.when done, goto vertex paint and paint areas where you want to be blended black. finally, go to the w3d options and check of Valpha.

Subject: Alpha blending.....

Posted by [Anonymous](#) on Tue, 14 Jan 2003 19:05:00 GMT

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

quote:Originally posted by flamin yawn:oh boy, ive explained this 5 times at least...select material, press m, change pass # to two. for 1st pass, select (do not select display) texture you want to "paint" on. 2nd pass (press display) is the background texture. for 2nd pass shader, change from opaque to alpha blend.when done, goto vertex paint and paint areas where you want to be blended black. finally, go to the w3d options and check of Valpha.I have done all of that.....but I am getting errors about all textures need to have 2 passes. So i changed all the textures to 2 pass, but know they are all invisible.

Subject: Alpha blending.....

Posted by [Anonymous](#) on Tue, 14 Jan 2003 19:07:00 GMT

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

cant help ya sorry

Subject: Alpha blending.....

Posted by [Anonymous](#) on Tue, 14 Jan 2003 19:40:00 GMT

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

I don't think it works well with multi-materials, G8. Try a standard 2-pass material and see how it works. Remember to change the light settings on pass 2. [January 14, 2003, 20:13: Message edited by: SomeRhino]

Subject: Alpha blending.....

Posted by [Anonymous](#) on Tue, 14 Jan 2003 20:33:00 GMT

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

www.zieglerdigital.ca/alphatut.html dunno where I found this, but feel free to use it.

Subject: Alpha blending.....

Posted by [Anonymous](#) on Wed, 15 Jan 2003 04:01:00 GMT

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

Oh I see my problem. I think the metal I was trying to use for my ventlation/mine shaft is not a mult-pass material...Anyway that I can set it to be a mult-pass material.

Subject: Alpha blending.....

Posted by [Anonymous](#) on Wed, 15 Jan 2003 06:40:00 GMT

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

quote:Originally posted by Gernader8:Oh I see my problem. I think the metal I was trying to use for my ventlation/mine shaft is not a mult-pass material...Anyway that I can set it to be a mult-pass material.If your getting errors about materials having to be the same number of passes, then you have different materials combined into multi-materials. Multi-materials are different from a single multi-pass material. RenX will sometimes toss your materials into a blender and spit out a multi-material while you're attaching objects. Try to create a new material, change it's pass count to two and work the alpha-blending from there, and you should have no problems.
