Subject: 1 plain with 2 surface types?
Posted by Anonymous on Tue, 28 Jan 2003 17:18:00 GMT
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can i make a plain in renx have tib field on 1 sidde and gr ass set for other?

Subject: 1 plain with 2 surface types?
Posted by Anonymous on Tue, 28 Jan 2003 17:22:00 GMT
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Remember it's plane not plain.

Subject: 1 plain with 2 surface types?
Posted by Anonymous on Tue, 28 Jan 2003 17:23:00 GMT
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whatever

Subject: 1 plain with 2 surface types?
Posted by Anonymous on Tue, 28 Jan 2003 18:03:00 GMT
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Split the plane up into polygons, then select the polygons you want to have one material.Go into the material editor, make it and assign it.Then, apply UVW mapping and whatnot, then convert the plane to editable mesh again.Select the other polygons, go into the material editor, make sure you click on new material to make sure there's no conflicts with the old one, then make it and apply it.

Subject: 1 plain with 2 surface types?
Posted by Anonymous on Tue, 28 Jan 2003 18:49:00 GMT
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quote:Originally posted by Beanyhead:Remember it's plane not plain.   hey ACK can you answer......wait a minute! thats just a mask!

Subject: 1 plain with 2 surface types?
Posted by Anonymous on Wed, 29 Jan 2003 13:49:00 GMT
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Get RenHElp and read the teture section on blending textures.