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Subject: I need blending tutorial  
Posted by [Anonymous](#) on Mon, 17 Feb 2003 21:22:00 GMT  
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The blending tutorial in renhelp is way too confusing and the secondary textures are black. Is there a more more full tutorial somewhere?

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Subject: I need blending tutorial  
Posted by [Anonymous](#) on Mon, 17 Feb 2003 23:24:00 GMT  
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Subject: I need blending tutorial  
Posted by [Anonymous](#) on Tue, 18 Feb 2003 11:36:00 GMT  
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That would be great. Thank you.

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Subject: I need blending tutorial  
Posted by [Anonymous](#) on Tue, 18 Feb 2003 11:45:00 GMT  
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Did you press Z-alpha in the object export options? Did you make pass 2 Alpha Pass? Did you use Vertex Paint? Are you looking at it in W3D viewer or Commando? Last but not least, how much of what I just asked did you understand? If that sounded rude, it is not my intent, those questions just needed to be asked...

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Subject: I need blending tutorial  
Posted by [Anonymous](#) on Tue, 18 Feb 2003 18:42:00 GMT  
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Blending textures is pretty easy, but has a few more steps than basic textures. First, create a normal in RenX, but in the first screen, change the pass count to 2. Then, for pass 1, choose the stage 0 texture that will be the top texture, the painted-on texture. For pass 2, choose the texture that will serve as the background texture. Then, under pass 2, click the "shader" tab. In the dropdown list with "opaque" selected, select "alpha blend". Then apply the texture you want, and whatever UVW mapping you want for it, and don't forget to click "display" for the stage 0 texture (the pass doesn't matter, just choose the one you want to be visible in RenX). Then, in the editable mesh sub-object mode, select all the polygons on the mesh that you wish to 'paint' the pass 1 texture onto, and then in the modifier dropdown list, choose vertex paint. Then click the "VertCol" button, which will enable you to view the painting. Then, in the color palette, click black,

and then the paintbrush button near the top of the parameters rollout, and start painting your mesh. Vertex paint (obviously) relies on the nearby vertex for where to apply the coloring, so you may want to cut out shapes (and outlines for fading purposes) by using the cut tool in the edge or polygon editable mesh sub-object modes. When you're done painting, dont forget to click the "valpha" in the W3D tools geometry section.And that is all from Dante's help file

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Subject: I need blending tutorial

Posted by [Anonymous](#) on Wed, 19 Feb 2003 09:03:00 GMT

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quote:Originally posted by dead4ayear2:The blending tutorial in renhelp is way too confusing and the secondary textures are black. Is there a more more full tutorial somewhere?Renhelp owns you, don't knock it.

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