Posted by The Party on Wed, 20 May 2009 16:48:49 GMT
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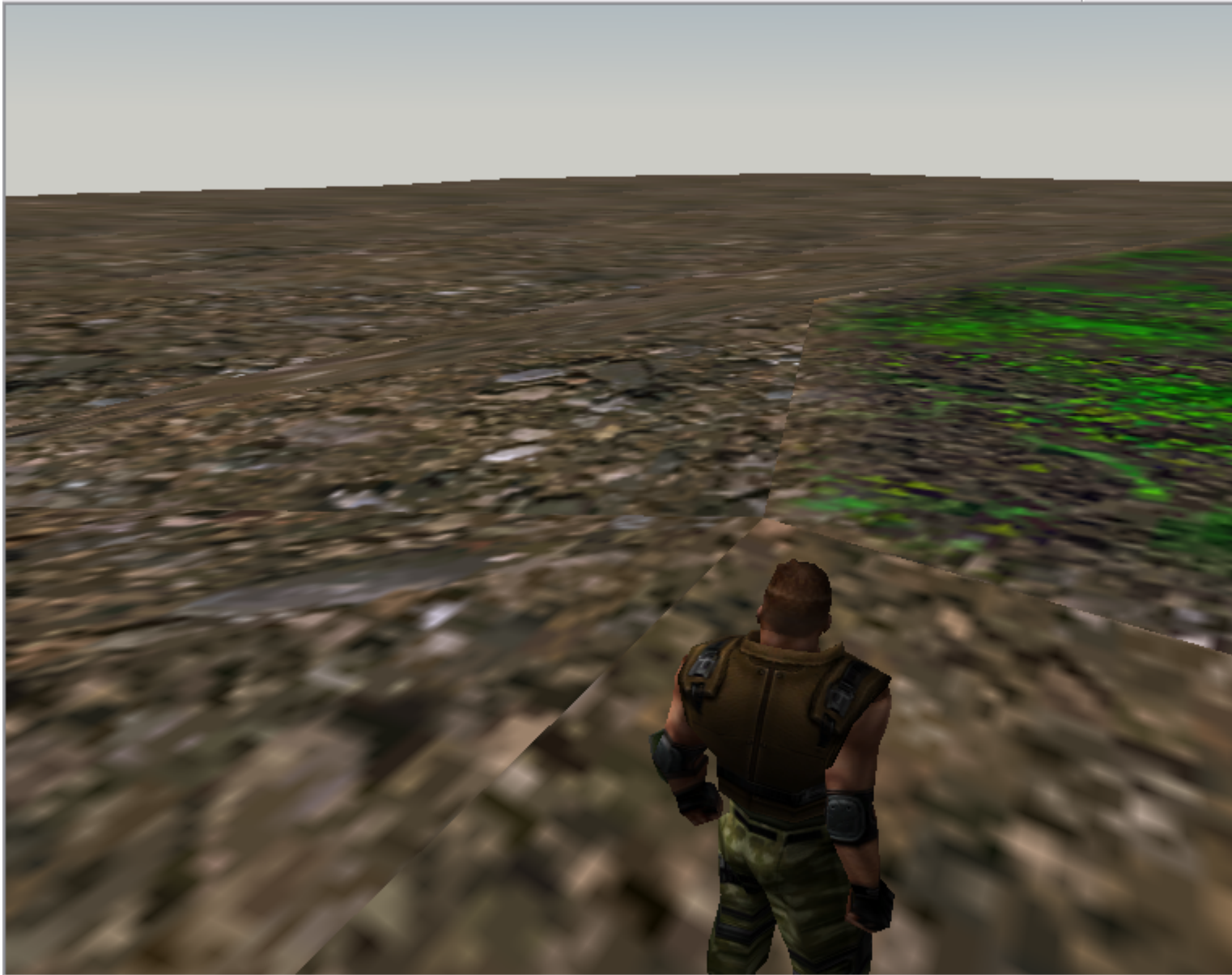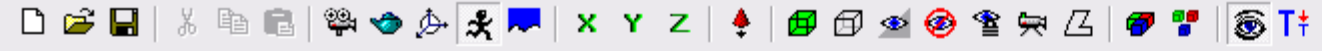
Okay so I have this problem that when I make some meshes connect, how do I get my blending to look better? I am also using 3ds max aswell.

File Attachments
1) lehelp.PNG, downloaded 322 times

Subject: Re: Texture Mapping and Blending
Posted by Di3HardNL on Wed, 20 May 2009 16:51:14 GMT

First of all use UWV Map on your meshes so they tile up right.

Subject: Re: Texture Mapping and Blending
Posted by The Party on Wed, 20 May 2009 18:07:30 GMT

I did and that is what I got.

Subject: Re: Texture Mapping and Blending
Posted by Reaver11 on Wed, 20 May 2009 18:09:59 GMT

Is that one plane? Or do I detect multiple planes?
You should just use one plane with alpha blending which should work perfectly.

Subject: Re: Texture Mapping and Blending
Posted by The Party on Wed, 20 May 2009 18:11:24 GMT
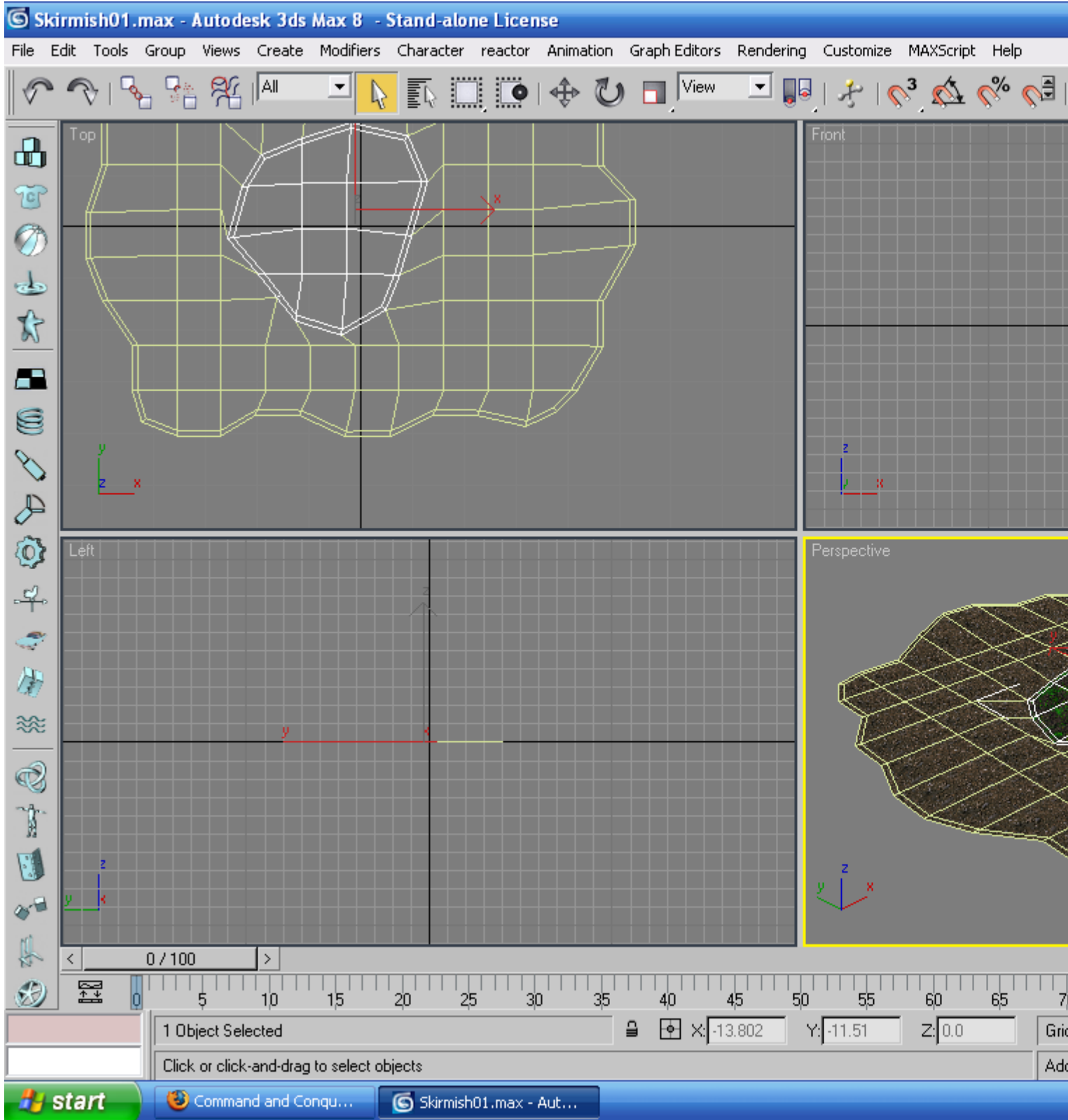
It was one plane but I dettached part of it and made a tib field. So it is two planes.

File Attachments
1) 3ds.PNG, downloaded 258 times

Subject: Re: Texture Mapping and Blending
Posted by LR01 on Wed, 20 May 2009 19:25:34 GMT

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a method is to attach them (the planes) again and weld the vertices, then apply a new UVW map

did you use plane ore box whit the uvw map?

Subject: Re: Texture Mapping and Blending
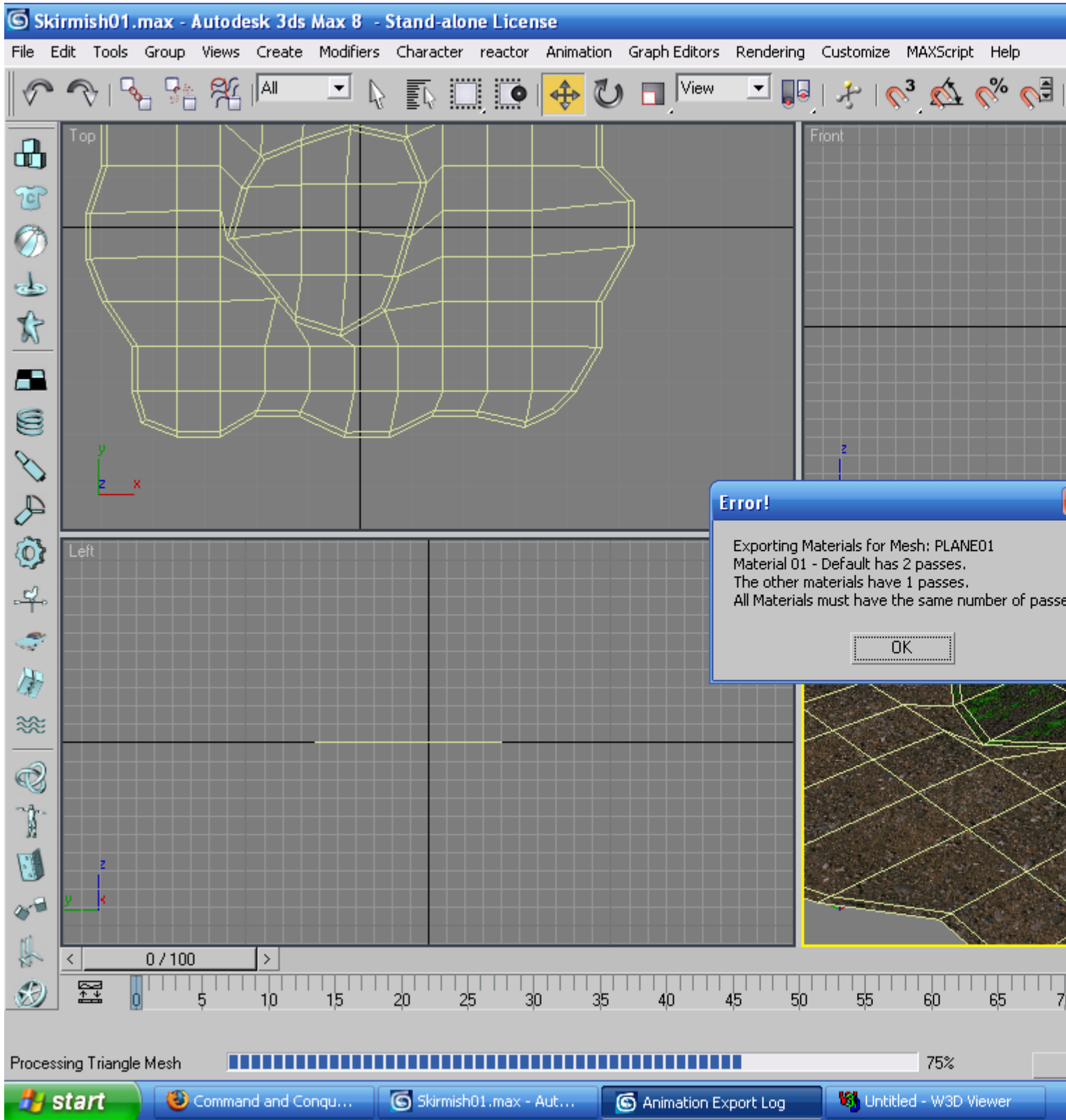Posted by The Party on Wed, 20 May 2009 20:27:54 GMT

So the attaching worked fine and so did reapplying the UVW map to the whole mesh but with export I got this problem:

File Attachments
1) max error.PNG, downloaded 231 times

Subject: Re: Texture Mapping and Blending
Posted by Veyrdite on Thu, 21 May 2009 08:23:40 GMT

Delete all of your Renegade Materials and start again or try and find any reasons within the materials' settings the exporter is complaining about. Possibly one of your meshes has too many passes?

Alternatively you could have placed the gizmo for every one of the UVW maps at the same coords (expand the UVW map modifier).

Subject: Re: Texture Mapping and Blending
Posted by LR01 on Thu, 21 May 2009 08:28:50 GMT

oh yea, forgotten to tell you that
If you attach planes, there materials must have the same amount of passes.

so, what I am saying is that you should make a other pas on your ground terrain.

Subject: Re: Texture Mapping and Blending
Posted by The Party on Thu, 21 May 2009 12:45:59 GMT

So can I make another pass, but not add a texture to it?

Subject: Re: Texture Mapping and Blending
Posted by Slave on Thu, 21 May 2009 19:52:40 GMT

You can keep your meshes separated. Texture them individually. Next select all meshes, and apply an UVW map to the selection.

Subject: Re: Texture Mapping and Blending
Posted by Blazea58 on Fri, 22 May 2009 08:21:23 GMT

What i always used to do was just texture everything with the exact same texture on pass 2 and use pass 1 for all your different materials.

 Then when it comes to vertex paint, instead of putting it around the edges, put it in the middle avoiding any of the very edges of any mesh. Then re select every single mesh and redo the uvw

all at once and it should be perfectly seamless.