Subject: Alpha blending.
Posted by YazooGang on Mon, 06 Jul 2009 04:13:12 GMT

It is possible in 3ds max? I have tried alot of stuff but all tutorials of alpha blending are for renx and the vertex paint thing in 3ds max is much different.
I was about 90% done with making the C&C City.max and this problem came out.

Subject: Re: Alpha blending.
Posted by mrÃ£Ã§Ä·z   on Mon, 06 Jul 2009 08:30:58 GMT

For single Textures, like fences, lamps etc you need to change

Blend Mode to Alpha Blend. (On Shaders Tab). About the Vertex paint, i also cant get it work in 3DS MAX. i really need it for my Campaign.

Toggle Spoiler

Subject: Re: Alpha blending.
Posted by Gen_Blacky on Mon, 06 Jul 2009 09:17:11 GMT

alpha blending needs a alpha channel

File Attachments
1) test.JPG, downloaded 233 times
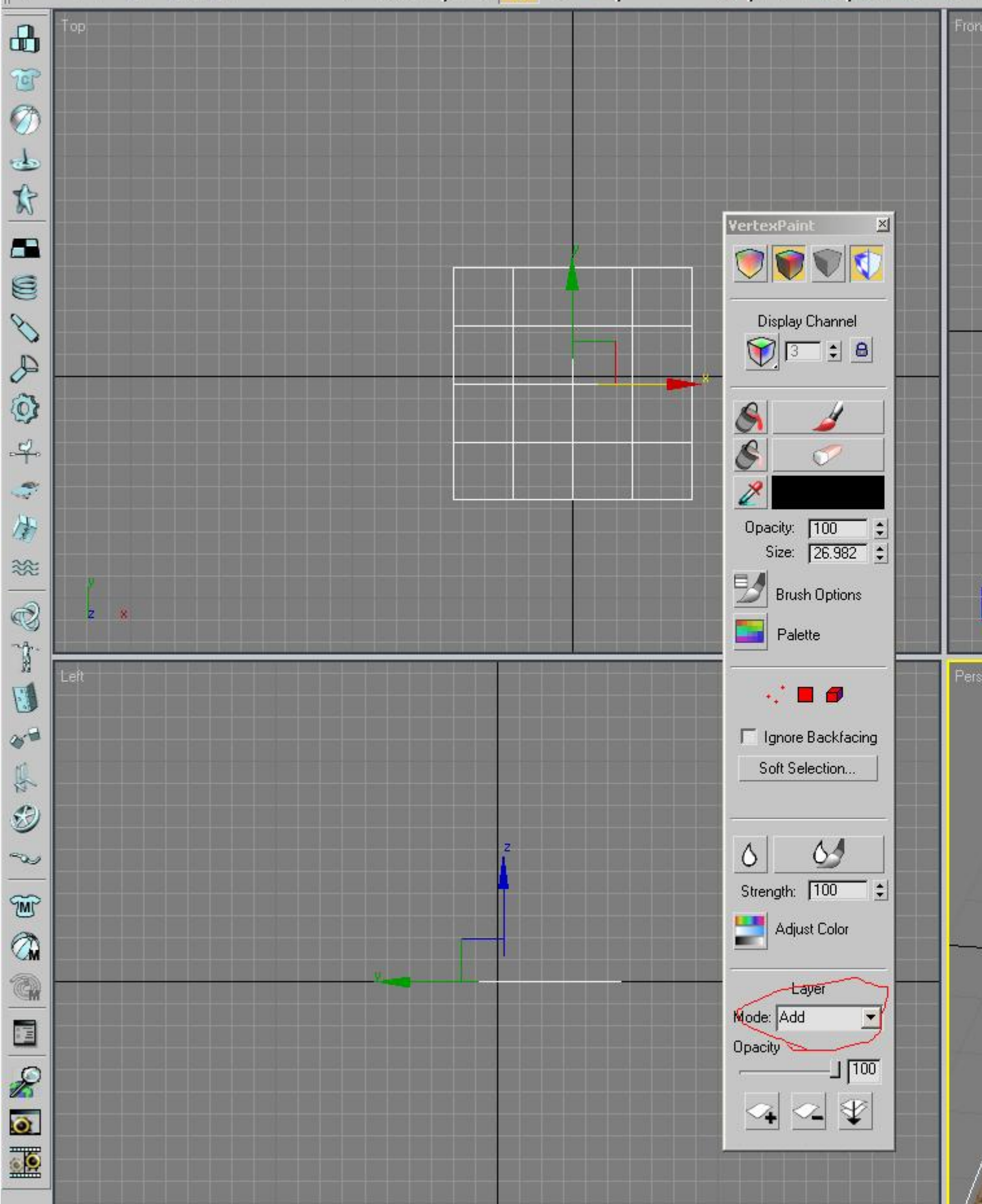
---

2) `rettfgd.jpg`, downloaded 227 times
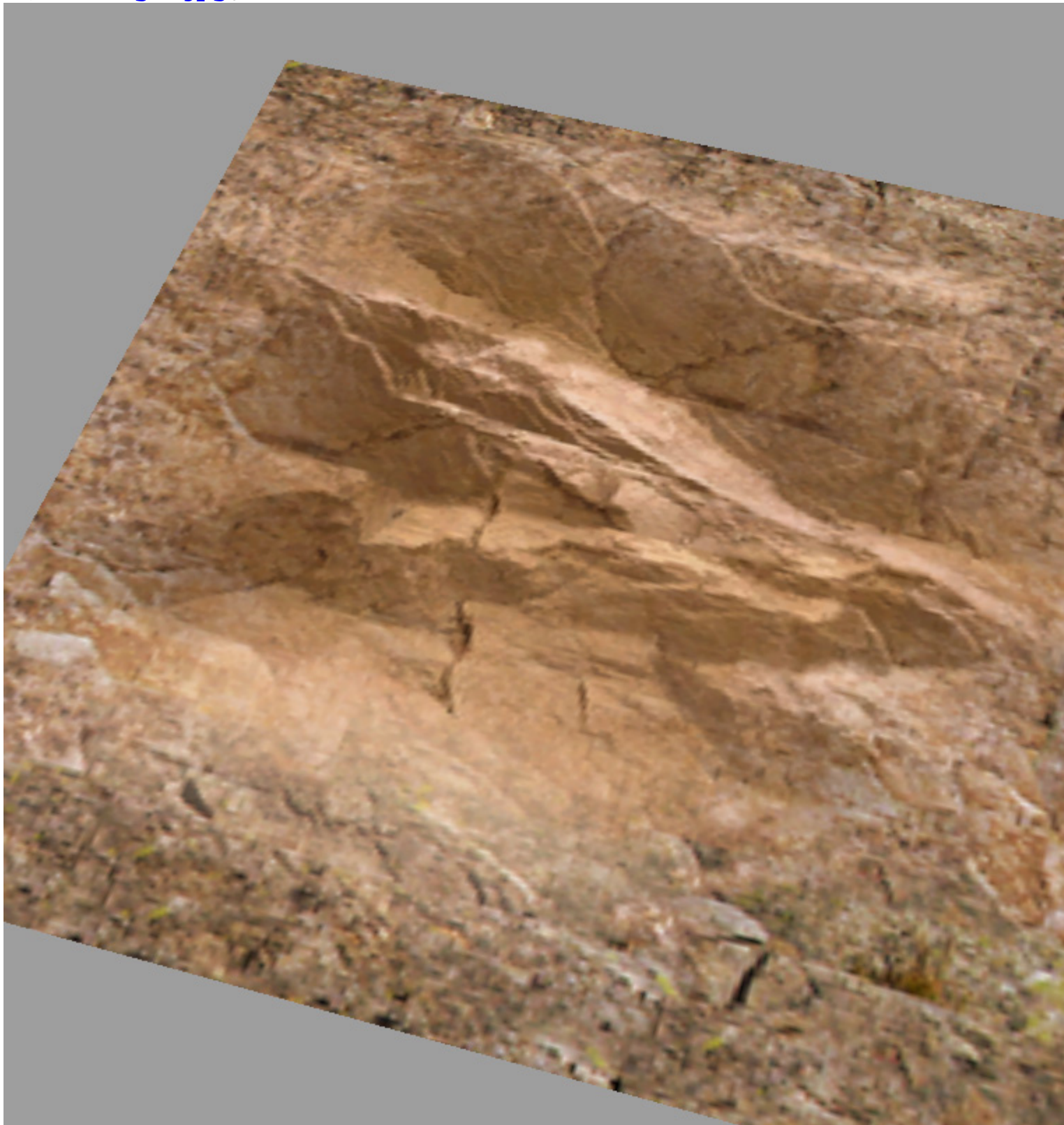
Subject: Re: Alpha blending.

Posted by YazooGang on Mon, 06 Jul 2009 15:09:59 GMT

Thanks Mr.VeryNiceGuy!

Whats your old nick again? Gen Blacky or something like that right?

Subject: Re: Alpha blending.
Posted by YazooGang on Mon, 06 Jul 2009 15:33:04 GMT

Omg, i get this in w3d viewer

File Attachments
1) nadayel.JPG, downloaded 339 times
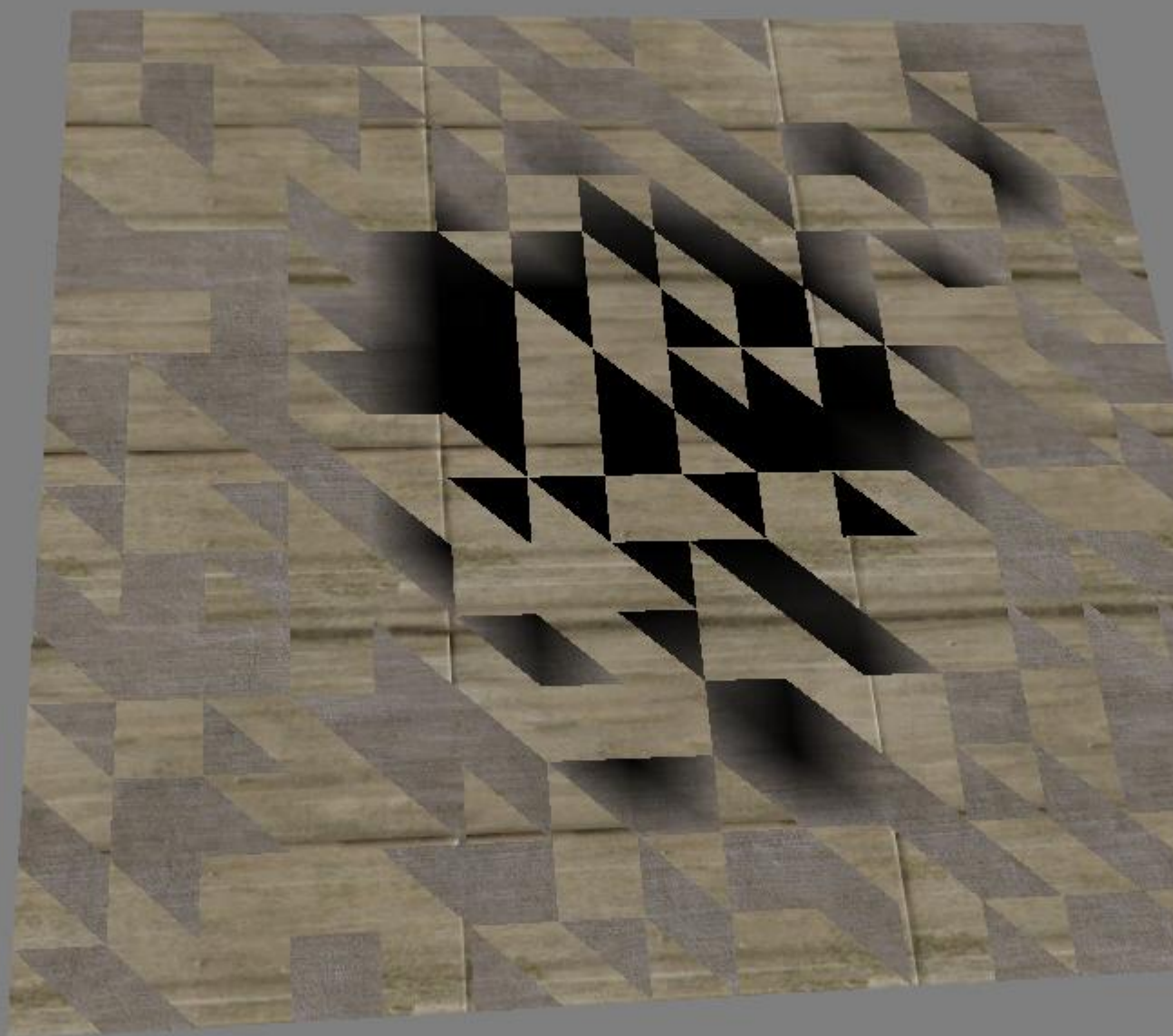
Subject: Re: Alpha blending.
Posted by Gen_Blacky on Mon, 06 Jul 2009 20:24:47 GMT
View Forum Message <> Reply to Message
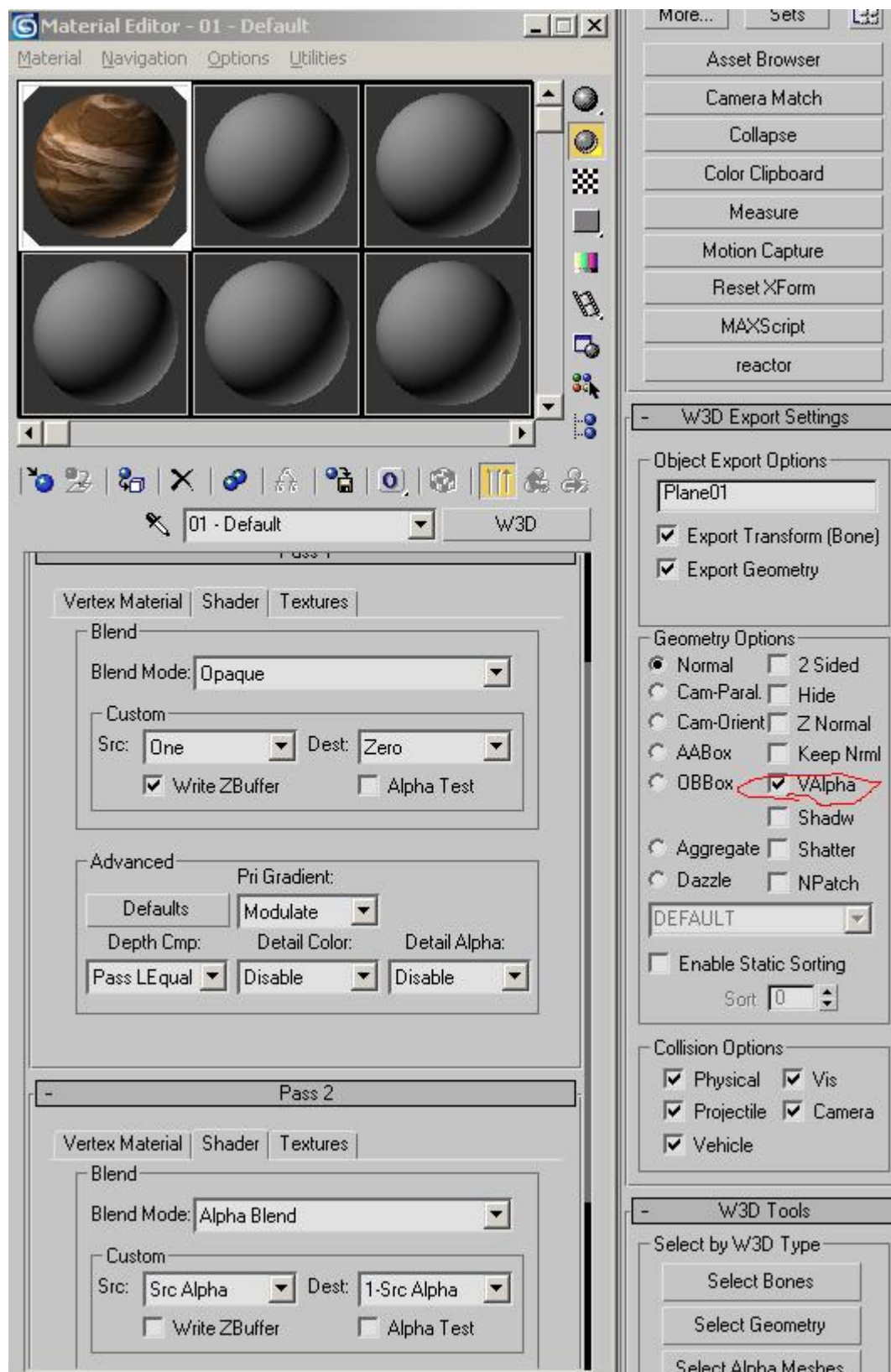
lol what you do , make sure you have the right texture and w3d settings.

File Attachments
1) untitled.JPG, downloaded 231 times

Material Editor - 01 - Default

Material Navigation Options Utilities

01 - Default   W3D

Pass 1

Vertex Material | Shader | Textures

Blend

Blend Mode: Opaque

Custom
Src: One   Dest: Zero
☑ Write ZBuffer   ☐ Alpha Test

Advanced
Pri Gradient:
Defaults   Modulate
Depth Cmp: Detail Color: Detail Alpha:
Pass LEqual   Disable   Disable

Pass 2

Vertex Material | Shader | Textures

Blend

Blend Mode: Alpha Blend

Custom
Src: Src Alpha   Dest: 1-Src Alpha
☐ Write ZBuffer   ☐ Alpha Test

More...   Sets

Asset Browser
Camera Match
Collapse
Color Clipboard
Measure
Motion Capture
Reset XForm
MAXScript
reactor

W3D Export Settings

Object Export Options
Plane01

☑ Export Transform (Bone)
☑ Export Geometry

Geometry Options
◉ Normal   ☐ 2 Sided
○ Cam-Paral. ☐ Hide
○ Cam-Orient ☐ Z Normal
○ AABox   ☐ Keep Nrml
○ OBBox   ☑ VAlpha
              ☐ Shadw
○ Aggregate   ☐ Shatter
○ Dazzle   ☐ NPatch
DEFAULT
☐ Enable Static Sorting
   Sort 0

Collision Options
☑ Physical ☑ Vis
☑ Projectile ☑ Camera
☑ Vehicle

W3D Tools

Select by W3D Type
Select Bones
Select Geometry
Select Alpha Meshes

Subject: Re: Alpha blending.

Posted by YazooGang on Mon, 06 Jul 2009 21:17:17 GMT

My hero I didnt check the valpha thing.