
Subject: Alpha blending.

Posted by [YazooGang](#) on Mon, 06 Jul 2009 04:13:12 GMT

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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 [mr£\\$Ä·z](#) on Mon, 06 Jul 2009 08:30:58 GMT

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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.

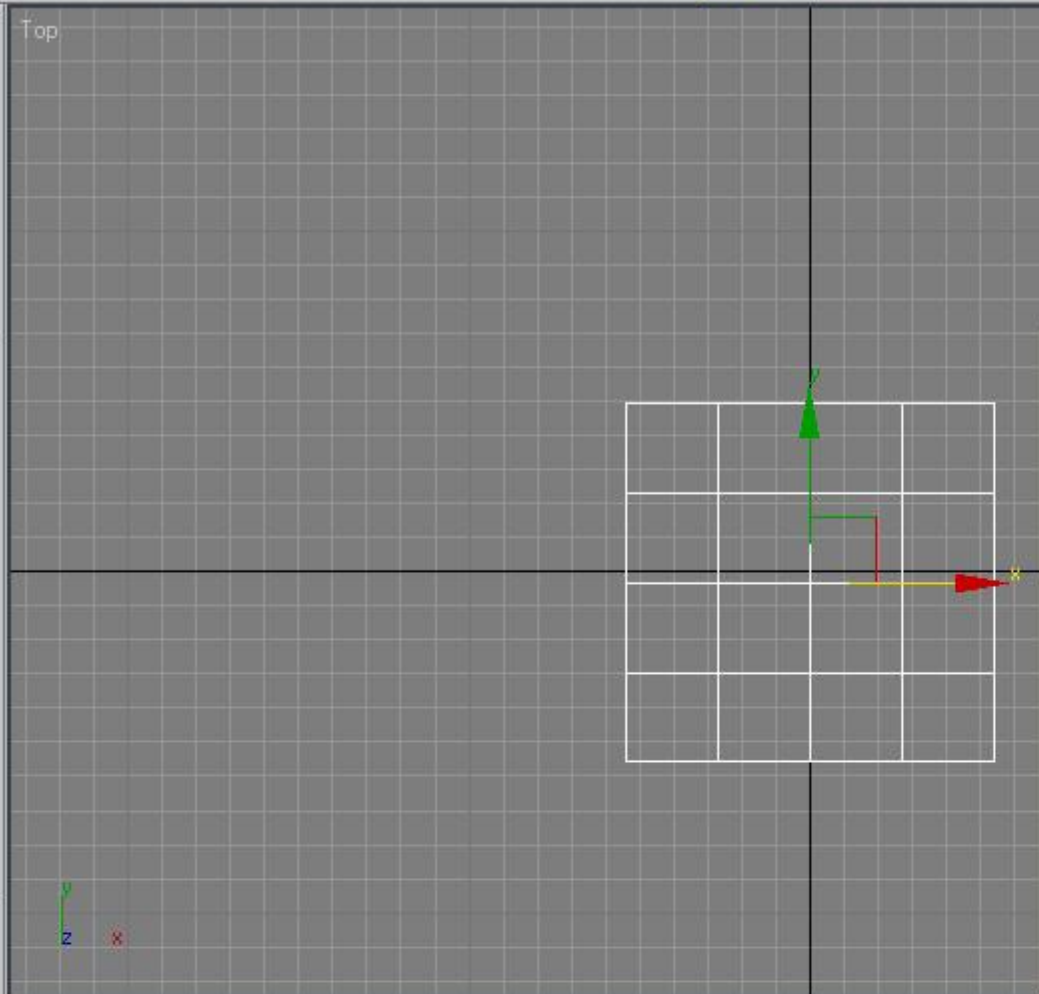
Posted by [Gen_Blacky](#) on Mon, 06 Jul 2009 09:17:11 GMT

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alpha blending needs a alpha channel

File Attachments

1) [test.JPG](#), downloaded 272 times



VertexPaint

Display Channel
 3

Opacity: 100
Size: 26.982

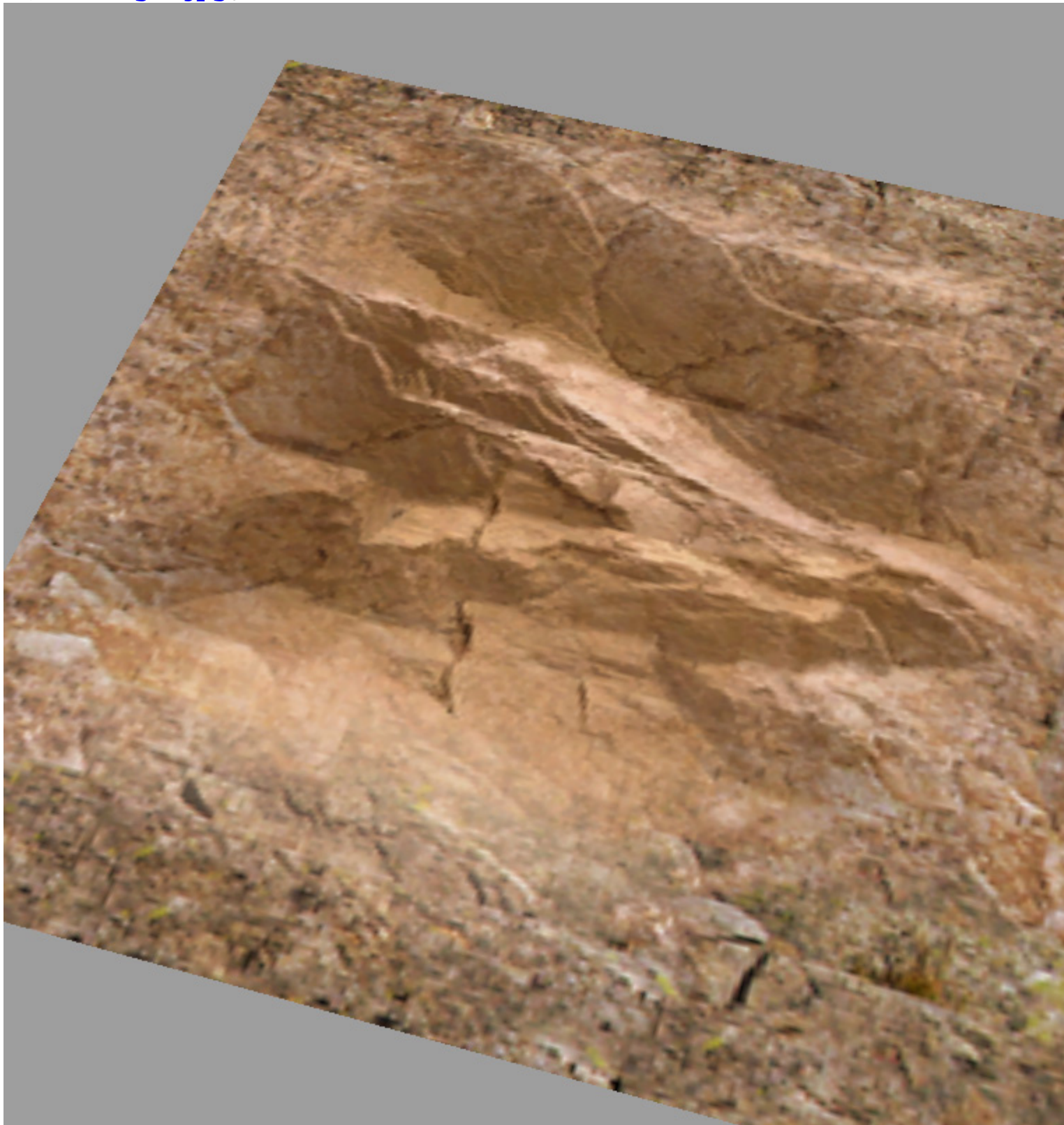
Brush Options
Palette

☐ Ignore Backfacing
Soft Selection...

Strength: 100
Adjust Color

Layer
Mode: Add
Opacity 100

2) [rettfgd.jpg](#), downloaded 266 times



Subject: Re: Alpha blending.

Posted by [YazooGang](#) on Mon, 06 Jul 2009 15:09:59 GMT

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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

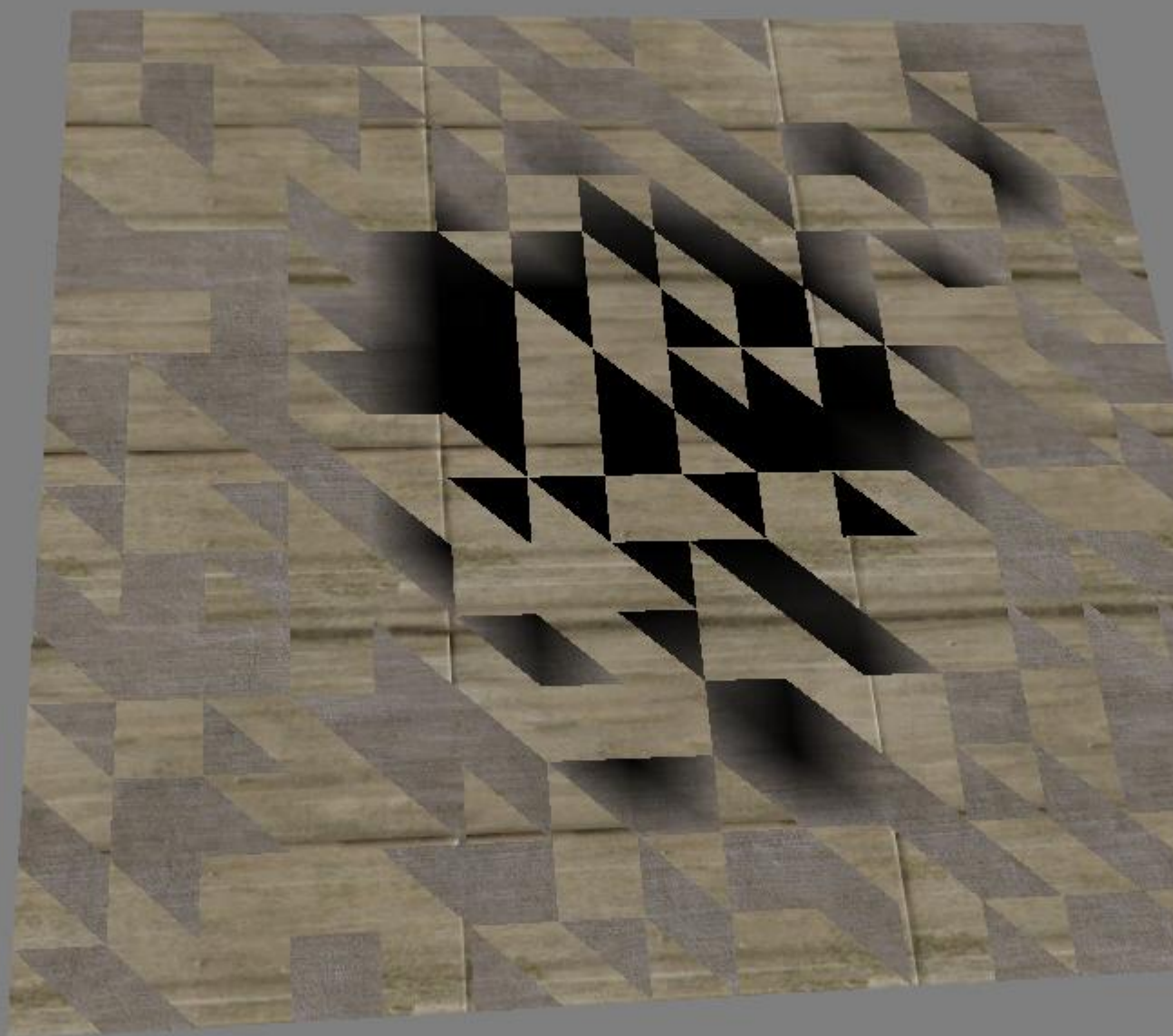
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Omg, i get this in w3d viewer

File Attachments

1) [nadayel.JPG](#), downloaded 381 times

GPU : 59.0 °C
308 : 63.0 FPS



Subject: Re: Alpha blending.

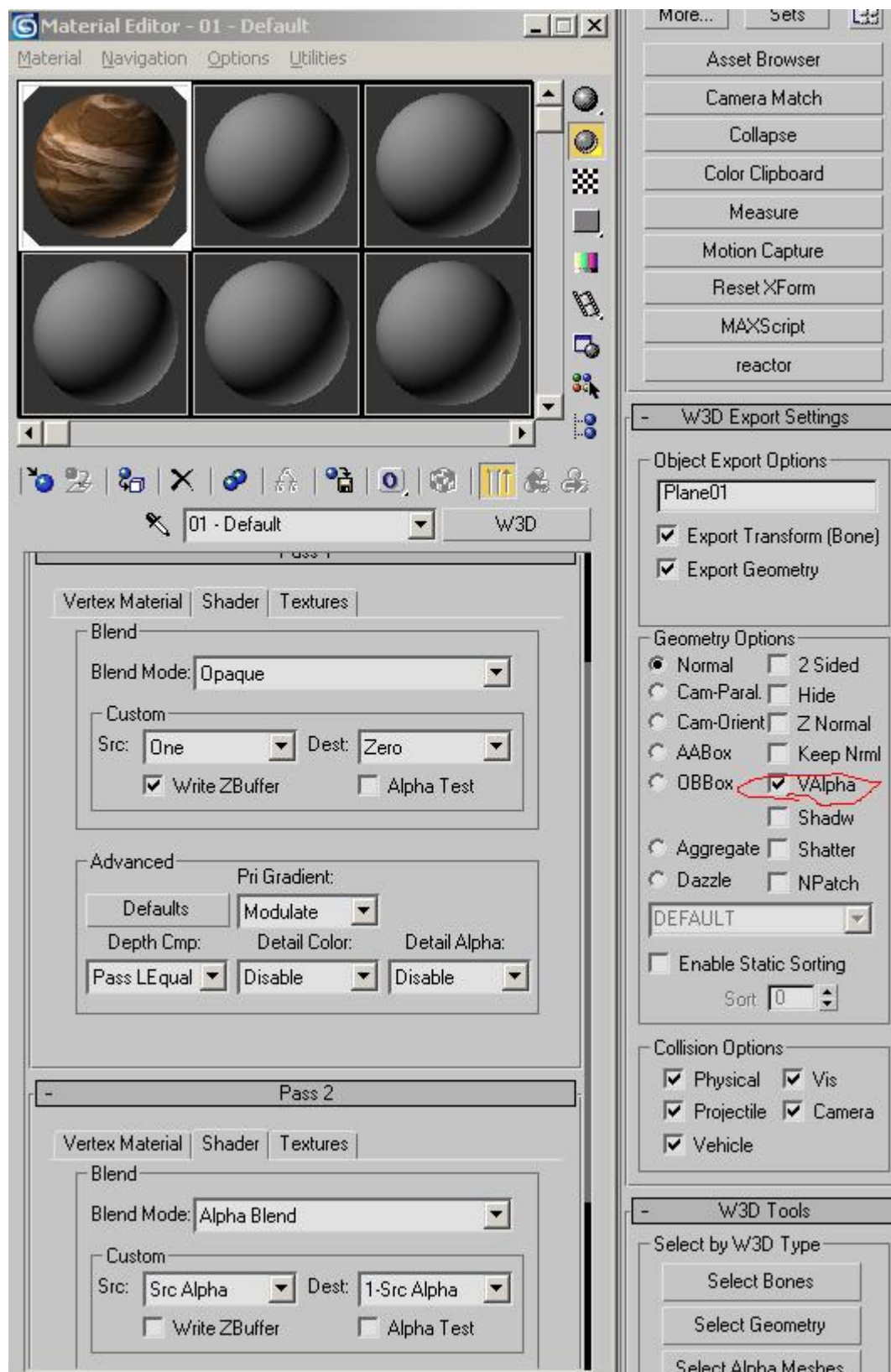
Posted by [Gen_Blacky](#) on Mon, 06 Jul 2009 20:24:47 GMT

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lol what you do , make sure you have the right texture and w3d settings.

File Attachments

1) [untitled.JPG](#), downloaded 269 times



Subject: Re: Alpha blending.

Posted by [YazooGang](#) on Mon, 06 Jul 2009 21:17:17 GMT

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My hero I didnt check the valpha thing.
