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£Ā§Ā·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.

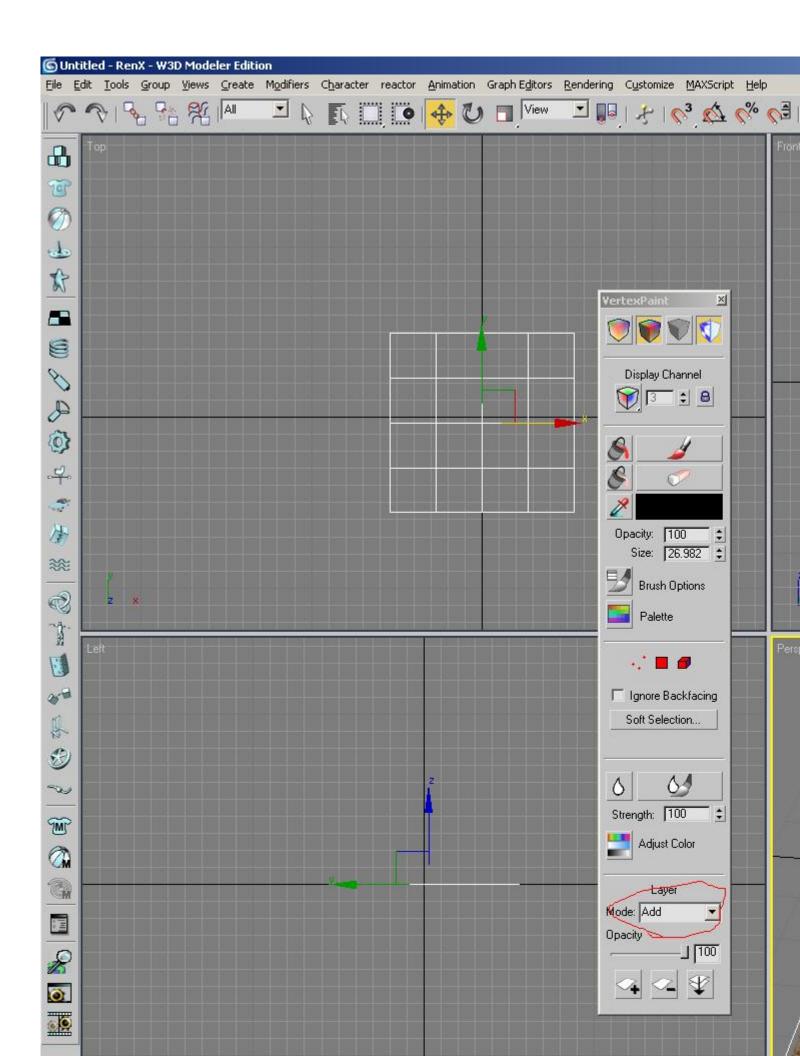
Posted by Gen_Blacky on Mon, 06 Jul 2009 09:17:11 GMT

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alpha blending needs a alpha channel

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1) test.JPG, downloaded 198 times



2) rettfgd.jpg, downloaded 193 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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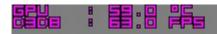
Omg, i get this in w3d viewer

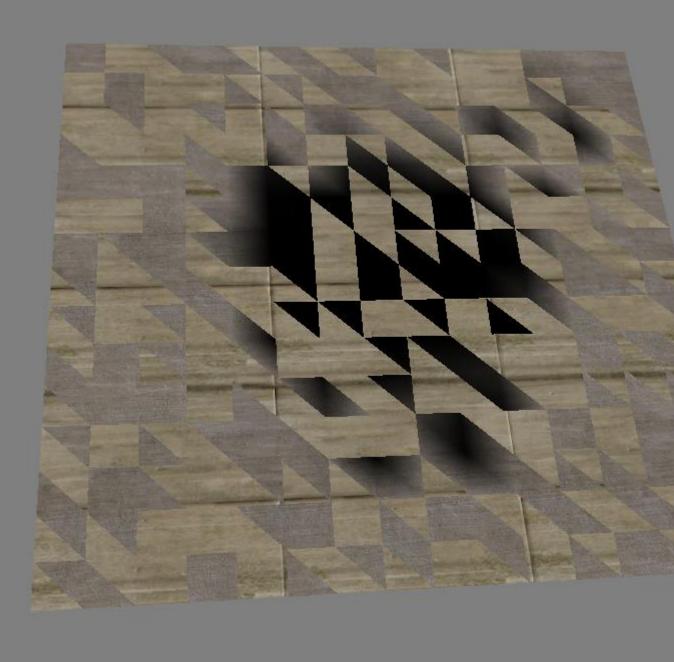
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1) nadayel.JPG, downloaded 303 times

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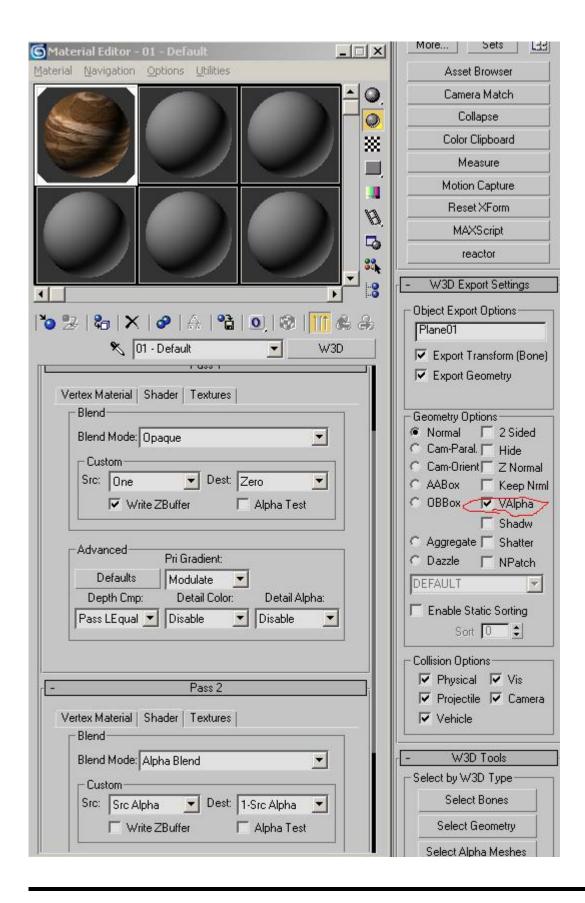
Subject: Re: Alpha blending.
Posted by Gen_Blacky on Mon, 06 Jul 2009 20:24:47 GMT
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lol what you do, make sure you have the right texture and w3d settings.

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Subject: Re: Alpha blending.

Posted by YazooGang on Mon, 06 Jul 2009 21:17:17 GMT View Forum Message <> Reply to Message

My hero I didnt check the valpha thing.

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