
Subject: I need some help/info
Posted by [Cpo64](#) on Tue, 27 May 2003 21:48:00 GMT
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I am going to alpha blend two textures together, but I want one bigger than the other. I assume it is using UVW Mapping, but I am unsure of the exact process.

Subject: I need some help/info
Posted by [Captkurt](#) on Tue, 27 May 2003 22:55:42 GMT
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goto
http://www.btinternet.com/~glenn_hunt/alpha/index.html
and get KillerBee's tutorial on just this subject.

Subject: I need some help/info
Posted by [Cpo64](#) on Tue, 27 May 2003 23:03:16 GMT
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I know how to do what is in that tutorial. What I want to do is have two textures (like in the tutorial) but one with a different UVW Mapping. So say pass one is set to 7X7 while pass two is set to 20X20. Get the picture?

Subject: I need some help/info
Posted by [maytridy](#) on Tue, 27 May 2003 23:12:42 GMT
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I see what you want, but I don't know how to do it.

Subject: I need some help/info
Posted by [Aircraftkiller](#) on Wed, 28 May 2003 00:08:23 GMT
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Go into the material editor. Go to the pass that you want to be larger\smaller\whatever, hit the vertex material tab.

At the very bottom is a spinner called UV, defaulted to 1. That's the first UVW channel. Change

that to UV = 2.

Now, with the mesh still selected, apply a new UVWMap modifier to the mesh and change the UV to 2. Muck around with the settings as usual, and you have your textures blended as smoothly as possible. You'll notice I do this on every map I've released for like the past six months.

Subject: I need some help/info

Posted by [maytridy](#) on Wed, 28 May 2003 00:15:42 GMT

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Thanks for the info, good to know.

Subject: I need some help/info

Posted by [Cpo64](#) on Wed, 28 May 2003 07:36:21 GMT

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Thank you very much Ack, as I said, I knew it could be done, I just didn't want to go into it blindly...

Subject: I need some help/info

Posted by [General Havoc](#) on Wed, 28 May 2003 13:13:33 GMT

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I'll add it to the Renegade Mod FAQ when i do the next update. It's useful information.

<http://generalhavoc.port5.com/tutorials/faq.htm>

_General Havoc
