
Subject: vertex paint then optimize

Posted by [Titan1x77](#) on Wed, 11 Jun 2003 20:14:58 GMT

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i want a detailed alpha blend where i turn several vertices black around my plane.....

Now when i collapse everything is fine.

But now i want to optimize the polys in my map but the alpha is either stretched or doesnt exist anymore.

How do i keep a nice alpha blend but lower polys afterwards?

Also When i create a new vertice it isnt attached to anything...how do i add vertices to an object?

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Posted by [OrcaPilot26](#) on Wed, 11 Jun 2003 20:24:44 GMT

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Well, you're gonna have to redo the vertex colors after optimizing, I don't see a way around that, as for adding vertices, you've got several options, you can use the cut tool to cut holes in a mesh, I don't advise this because it's not very precise, or you could select an edge and divide it, you might have some problems with the triangular polygons but that is fixed if you convert it to an editable poly and edit the triangulation.

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Posted by [Titan1x77](#) on Wed, 11 Jun 2003 20:58:22 GMT

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Thanks...So if i want a highly detailed alpha blend im going to have alot of poly...I Figured it used the geometry....Just thought maybe there was a special way of doing this.

So why would you want to create a vertice ...if you cant use it?
