
Subject: Westwood texturing

Posted by [Di3HardNL](#) on Tue, 25 Nov 2008 20:06:11 GMT

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I am not sure what method they used to make the textures alpha blending. I need to know because I am redoing a map. (its not C&C volcano anymore but now Walls)

First i am redoing all the groundtextures after that i focus on the buildings.

So i do it like on the screenshot in my attachment.

1 mesh with 2 passes in material

Pass 2 the basic texture is the metal with lines you can see in my ss

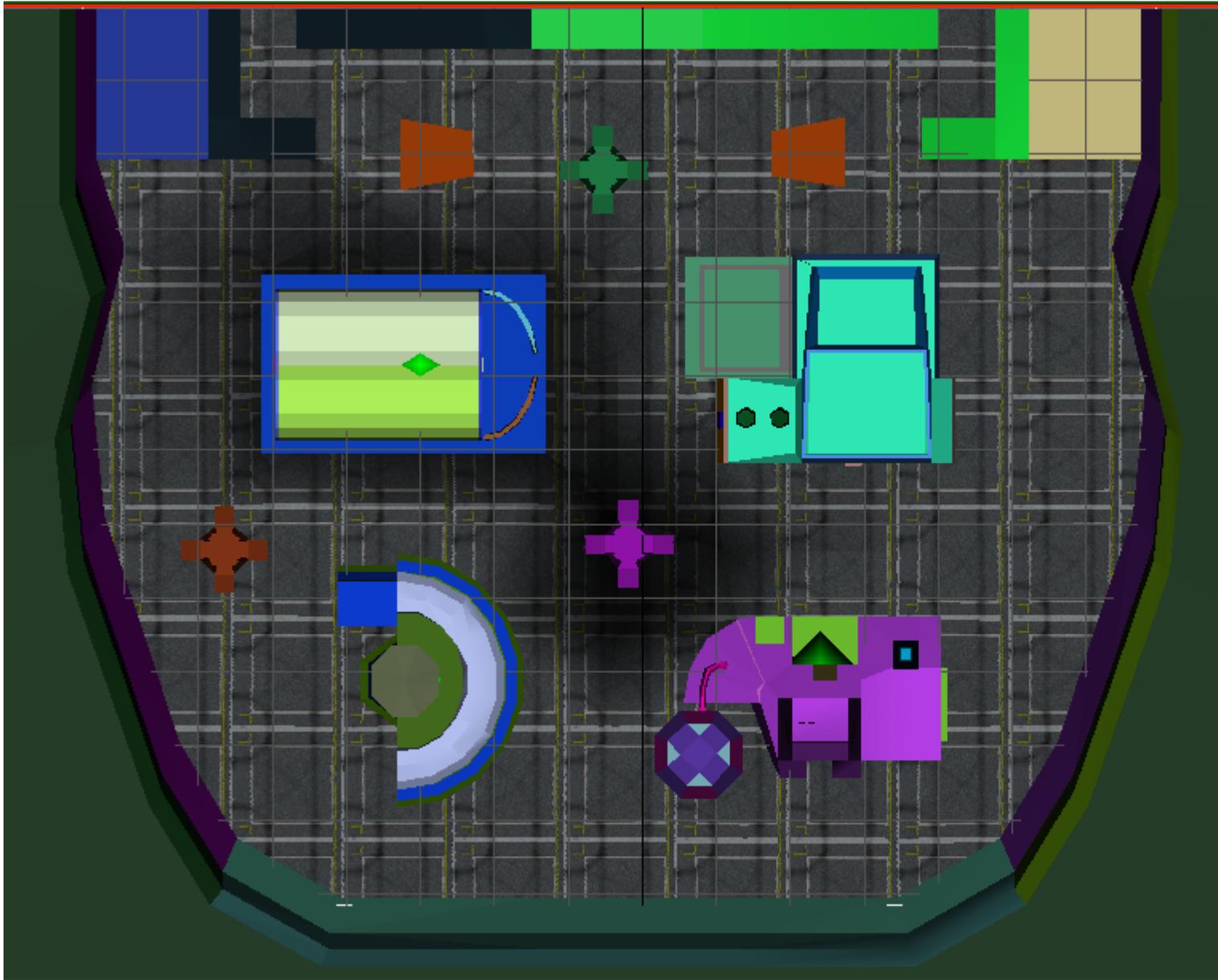
Pass 1 the texture i want to paint with is Snow.

So the parts i paint black with Vertexpaint are going to be snow.

Did westwood did it like this to? Because this method is very time consuming, hopefully there is an easier way.

File Attachments

1) [screenshot!.PNG](#), downloaded 334 times



Subject: Re: Westwood texturing

Posted by [mrÄ&A-z](#) on Tue, 25 Nov 2008 21:15:21 GMT

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I always wanted to learn that too, but the Vertex Paint texture didnt show up

Subject: Re: Westwood texturing

Posted by [Gen_Blacky](#) on Tue, 25 Nov 2008 22:15:12 GMT

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try switching passes the vertex paint is on
