

---

Subject: Alpha Blending

Posted by [Gen\\_Blacky](#) on Sun, 14 Jun 2009 18:38:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Im trying to find a way to alpha blend 3 textures on one mesh. does anyone know how to make 2 alpha channels on one mesh in gmax. Vertex paint creates only one alpha channel and then alpha blending gets the gay scale of the alpha channel and applies the texture.

Edit:

I managed to make this effect

---

### File Attachments

1) [3passblendtest.zip](#), downloaded 141 times

---

---

Subject: Re: Alpha Blending

Posted by [MGamer](#) on Sun, 14 Jun 2009 20:36:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i think that R3 posted a tutorial in the reborn forums long time ago

---

---

Subject: Re: Alpha Blending

Posted by [Gen\\_Blacky](#) on Sun, 14 Jun 2009 22:13:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I found this by RenXc but the images are no longer there for his little tut.

<http://cncreborn.planetcnc.gamespy.com/forum3/viewtopic.php?f=6&t=1768&p=26579&hilit=alpha+blending#p26579>

---

---

Subject: Re: Alpha Blending

Posted by [MGamer](#) on Mon, 15 Jun 2009 01:23:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ah sorry it was renXc

---

---

Subject: Re: Alpha Blending

Posted by [Gen\\_Blacky](#) on Wed, 17 Jun 2009 01:00:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

## RenXc Alpha Belnd Tut

First of all, follow this tutorial <http://renhelp.net/index.php?mod=Tutorials&action=view&id=19> , but skip the vertex paint part, you'll also have convert the terrain to an editable mesh/poly before adding UVW maps.

when you've done that, follow this tutorial.

Make sure Valpha is checked in the W3D export settings  
Export your map.

Put your terrain in Reborn Leveleditor, click on Lightning > Vertex Solve

check Occlusion and then hit Ok

that's about it now go be creative! ^^

oh, by the way, Pass 2 is still your \*main\* texture, but pass 1 swapped place with pass 3. black vertexes belong to pass 3, grey vertexes belong to pass 1.

---