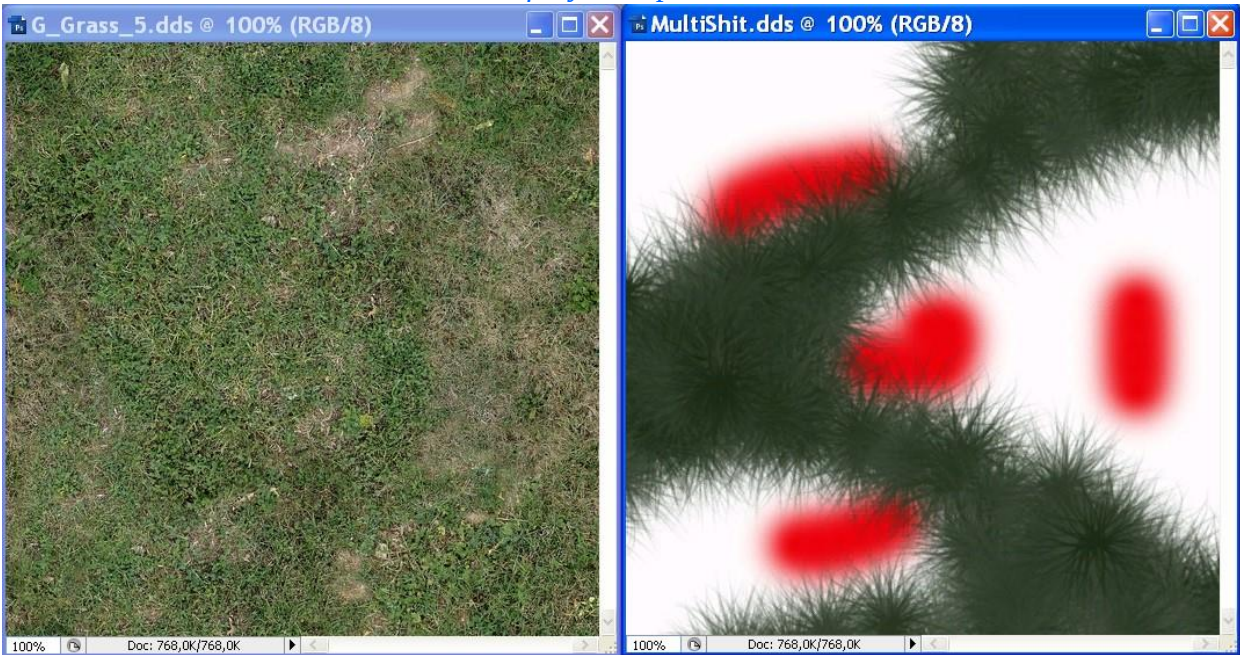


UVW mapping basics 3

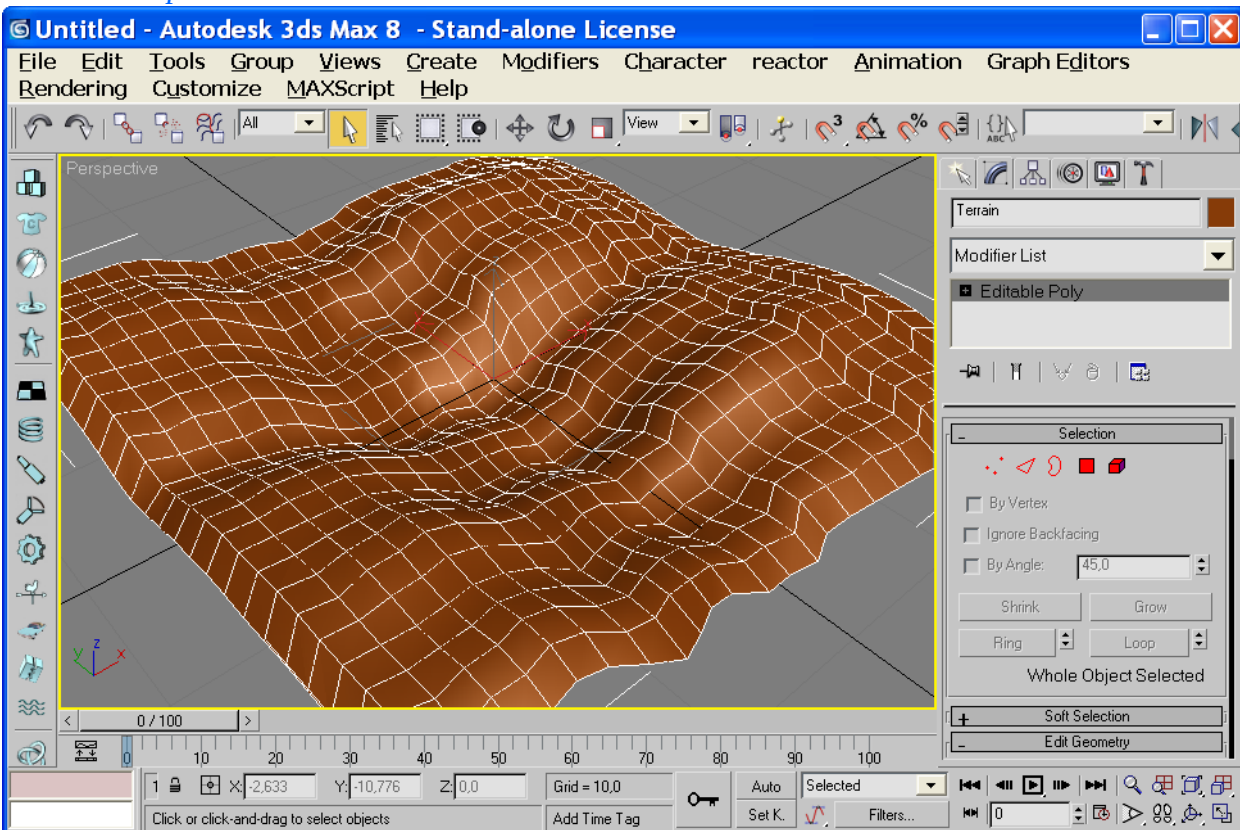
For this tutorial I used these textures: grass texture - 512x512

pixels dds DXT1 1bit alpha (whole white)

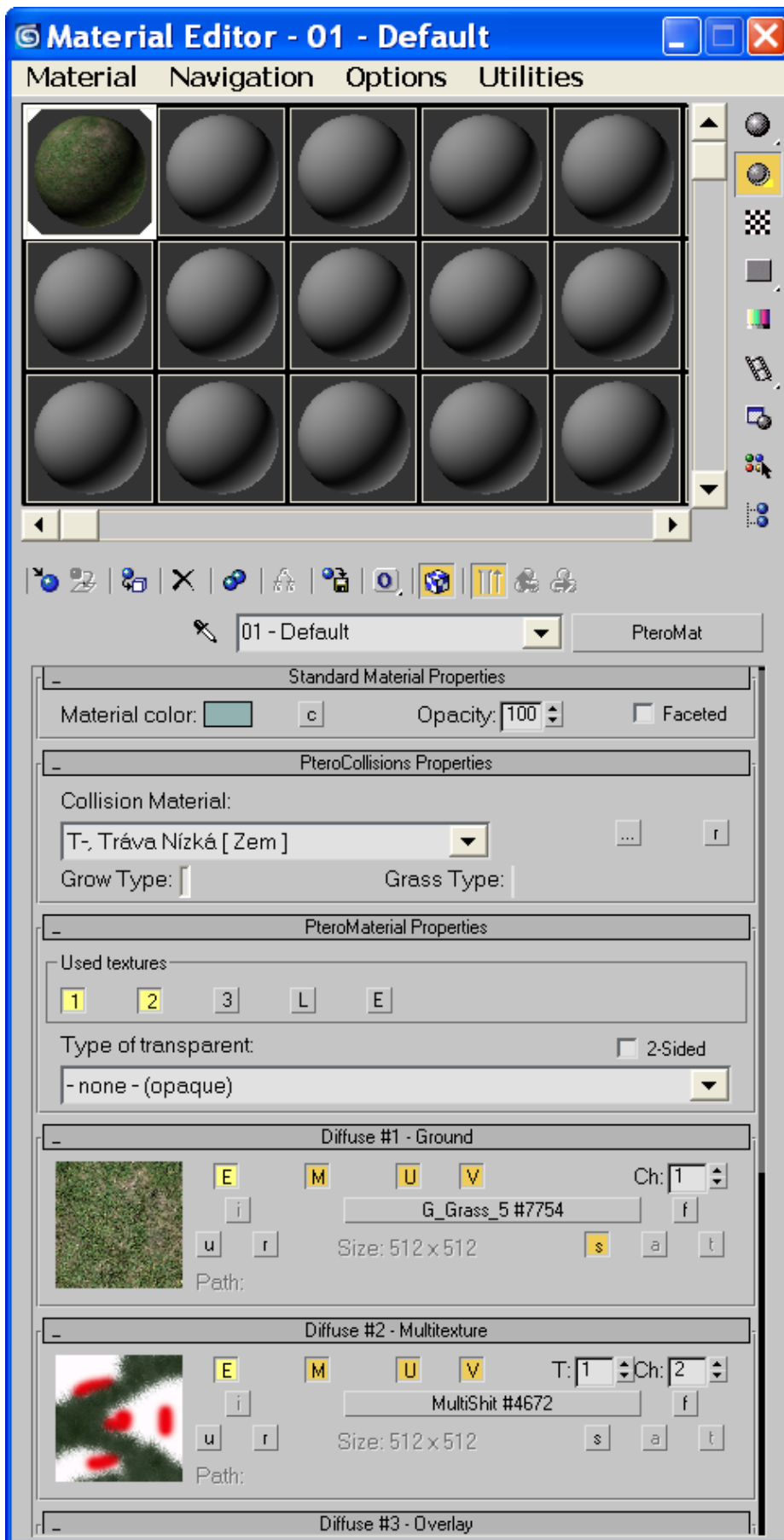
multitexture - 512x512 pixels dds DXT1 1bit alpha (whole white) - When we use it as diffuse #2 then white in RGB will be fully transparent.



I created simple terrain



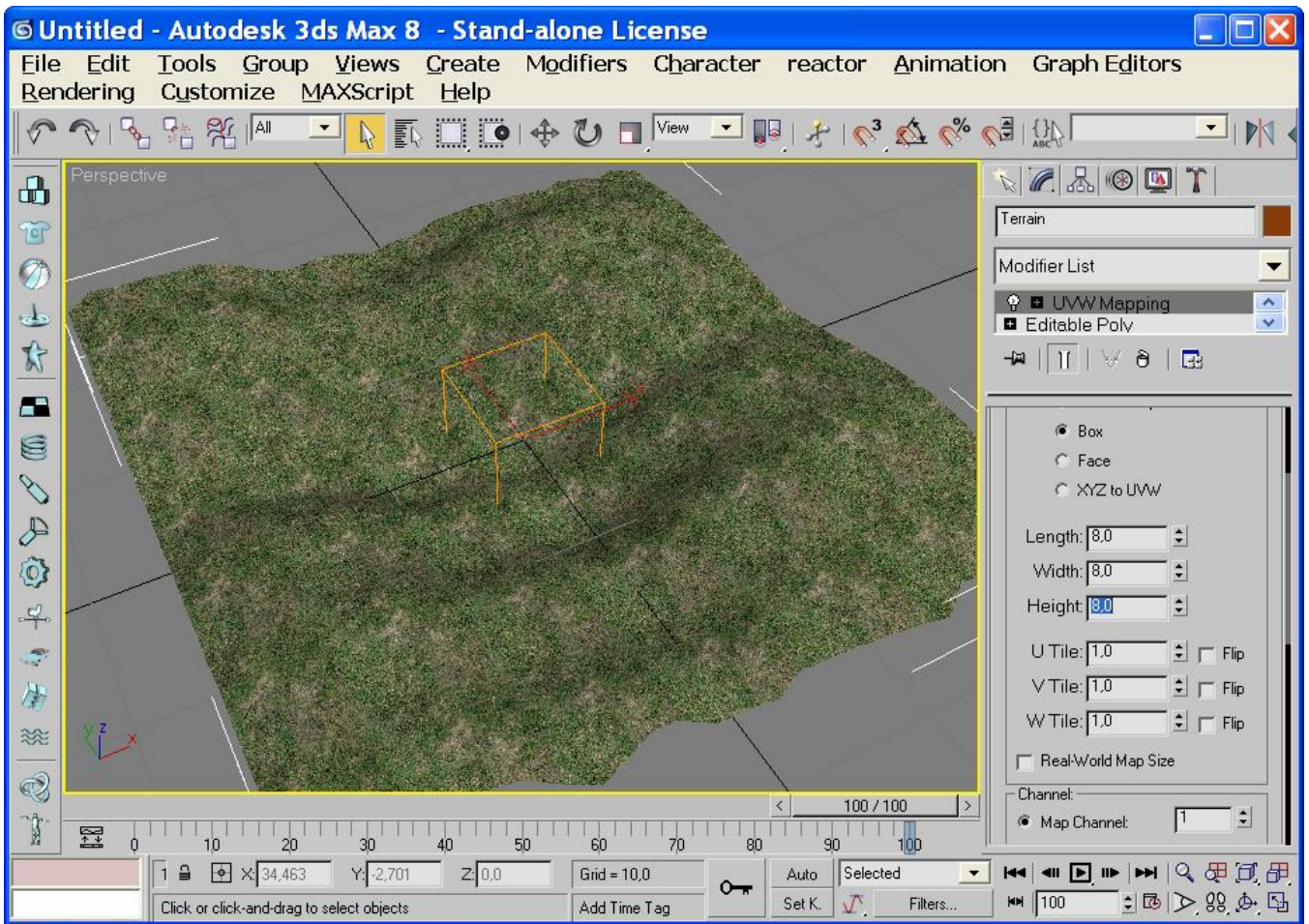
1. Set up grass texture as diffuse #1 and multitexture as diffuse #2.
In diffuse #1 select S – Show bitmap in viewport.
Apply material to terrain.



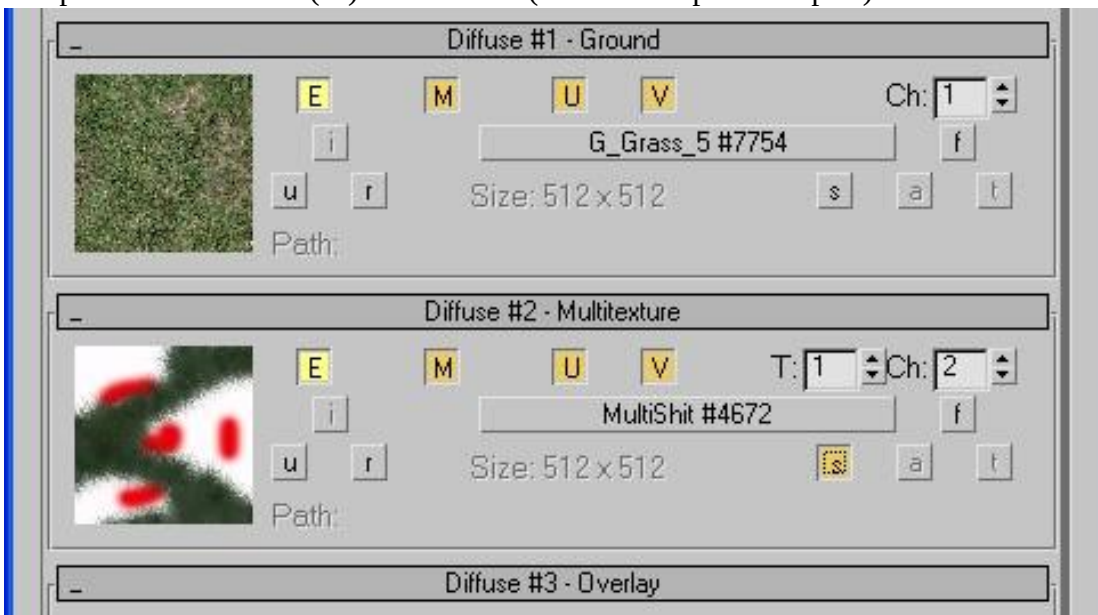
2. Use UVW Map modifier and adjust grass texture coordinates, dimensions.

Be sure that you editing map channel #1 (it is diffuse #1).

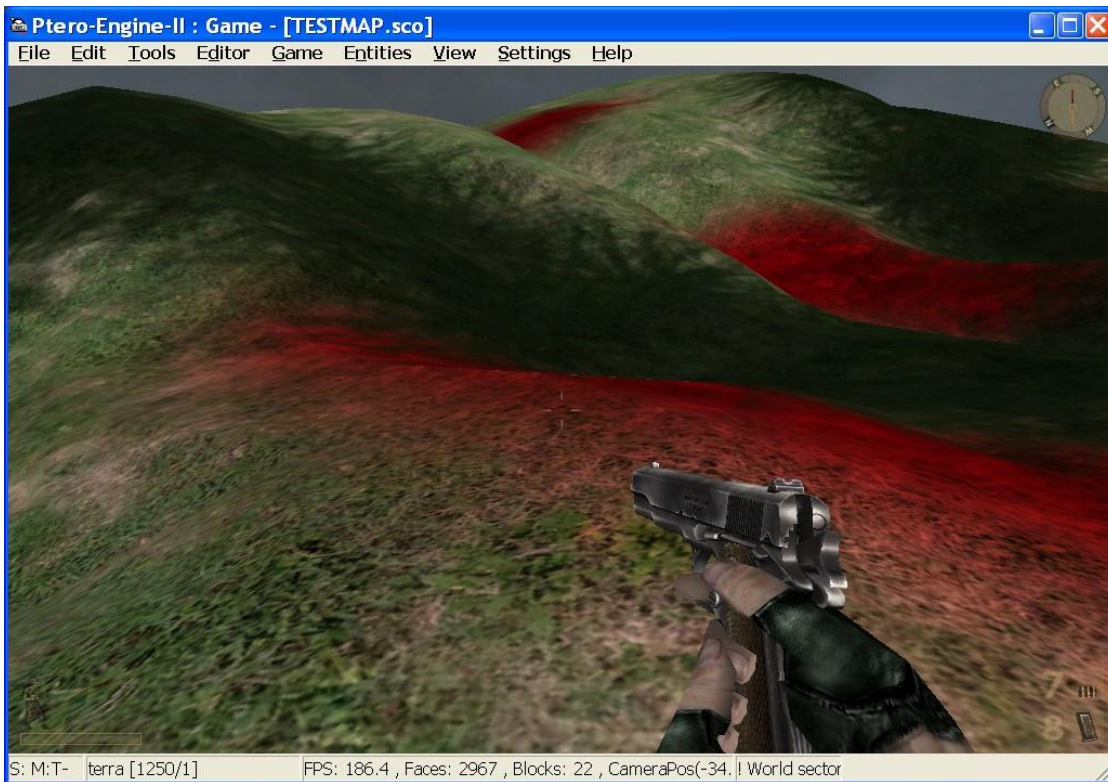
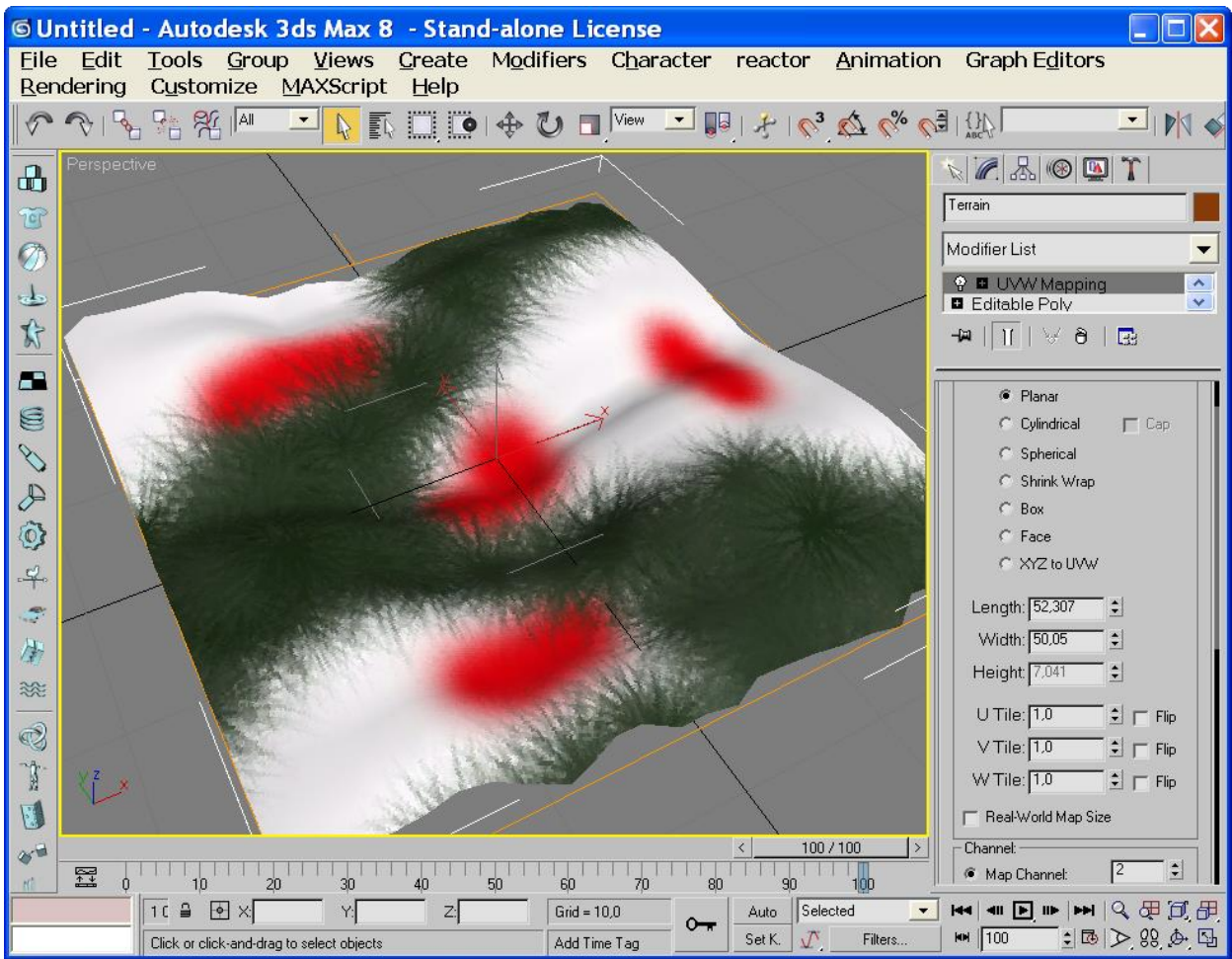
Collapse it.



3. Open material editor (M) and select S (Show bitmap in viewport) in field diffuse #2.



4. Use UVW Map again and select Map Channel #2 (it is diffuse #2). Customize dimensions or Fit texture to whole terrain. Collapse it.



=GONZO=

<https://vietconglab.wordpress.com/>