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



 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.

© Material Editor - 01 - Default 📃 🗆 🔀					
Material Navigation Options Utilities					
▲ • • • • • • •					
🔨 01 - Default 💽 PteroMat					
LStandard Material Properties					
Material color: c Opacity: 100 🗧 🗆 Faceted					
PteroCollisions Properties					
Collision Material:					
T-, Tráva Nízká [Zem]					
Grow Type: Grass Type:					
PteroMaterial Properties					
Type of transparent: 2-Sided					
- none - (opaque)					
[]					
E M U V Ch: 1 2 i G_Grass_5 #7754 f g					
Diffuse #2 - Multitexture					
E M U V T: 1 Ch: 2					
r Diffuse #3 - Overlay					

 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.

[Diffuse #1 - Gr	ound		ī
	E i u r Path:	MU G Size: 512>	Grass_5 #7754	Ch: 1 f	t
-	E	Diffuse #2 - Multi	itexture	1 ‡ Ch: 2	
	<u>u</u> <u>r</u> Path	Size: 512>	(512)	E B	ŧ
-		Diffuse #3 - Ov	/erlay		ī

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/