

Material Exporting Standards (QSF)

Materials with alpha:

- 1-Bit alphas have no own material.
- 8-Bit alphas, e.g. dirt stripes need their own material. Assign the polygons in 3dsmax their own material. Use the multi / subobject material.

Meshes with vertex alpha:

- Meshes with vertex alpha need also their own material ID and their own slot within the multi / subobject material in 3dsmax.