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Subject: Alpha Channeled Textures

Posted by [Spice](#) on Wed, 06 Oct 2004 08:08:25 GMT

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I've made a few Alpha Channeled Texture and applied thme to my Plane using the Face setting under UVW map. I checked Shader as Alpha Test and Checked Valpha under the W3D tools. I exported and it came out like this:

I also tried exporting as Alpha blend aswell.

The way I made my texture was remove everything in the background of my image , use the magic wand tool on the background then inverse the selection and make a new channel then Hid the backround channel and saved as 24bit Tga.

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