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Subject: Texture lighting effect?

Posted by [Aircraftkiller](#) on Sat, 29 Jan 2005 00:39:39 GMT

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Find a dust texture. Make a cylinder that extends from the source of the light and have it expand as it extends further out. Give the material the additive shader, change the opacity to something like .50, and select the vertices at the end of the cylinder and turn their color to black.

Since additive takes a color and makes it brighter, black causes it to be transparent. Darker colors are more transparent, brighter colors cause more of a color dodge effect. Pure black is completely transparent, so the beam of light will look as if it was visible because of dust in the air.

Take the vertex material, change to Linear Offset, use VPerSec=0.09 and UPerSec=0.06 or something similar... This produces a slow moving effect for the dust, as if there is a slight wind in the air.

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