

---

Subject: Re: tessellating textures

Posted by [Blazea58](#) on Wed, 10 Jan 2007 11:30:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

For doing alpha channels its fairly simple and all you need is alot of time to burn, unless your going for the easy way out and not doing it by hand. In my opinion the only good way is by hand so you can tell it exactly which shades to not show up.

I have noticed with gmax you can somewhat simulate it if you are to use multiply as your shader type in the material editor, or you can use screen mode which is just simple glass like hand of nod has. This is a texture using multiply, it works alot better then screen mode which just makes every part totally transparent.

Now if you want to truely have a texture not show one part at all (alpha channel) then you just need an image to start with.

Now you just have to use the magic wand tool and select all the background color. When you feel you have gotten it all done, hit Select at the top , then inverse, then save selection. Name selection alpha1 and then save your texture as tga and 32 bits is a must for alpha.