Subject: Re: How to make a texture suck towards the middle?
Posted by Slave on Tue, 22 Apr 2008 11:56:10 GMT
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Really quite simple.
Use a spherical uvw map, and drag the gizmo above or below the actual mesh. Center it where you want your texture to flow to.

Play a bith with the gizmo's lenght, width and height to get the texture right. After that, use a linear scrolling texture with values like these.
UPerSec=0.01
VPerSec=0.03

Add some red glowing bumpmapping with glow in the dark settings, and your lava is a winner.

A while ago I uploaded a sample to these forums, when someone asked the same for water. When required I could dig it up.

Disclaimer: The above is based on what I can remember, not an actual sample I had at hand or made. Might cause death.