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Subject: texturing question, making a fence and such things... ack?

Posted by [boma57](#) on Wed, 27 Aug 2003 20:39:04 GMT

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maytridyYeah...it's quite easy,

Apply a fence texture to the object, and change the blend mode to "Alpha Blend" The object should now be "see-through". (you can see through in between the links.)

What else do you need help with on the fence?

If it's a custom texture (Not a WS one), though, you'll have to make sure the Alpha Channel is set up correctly.

If you make the texture in Photoshop, just go into the Channels listing and look at the one called Alpha. If there's not one, create it. The black area is the area that will show through, white is the part that will be opaque.

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