Subject: Re: saberhawk's Stealth effect
Posted by Jerad2142 on Mon, 12 Sep 2011 00:00:25 GMT
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saberhawk wrote on Sun, 11 September 2011 15:40kamuixmod wrote on Sun, 11 September 2011 12:14BUMP:

Scripts 4 are released. So what about this now? Port APB shader to Renegade?

Absolutely not; the stealth shader from APB is for APB and wouldn't fit in well.

stealth_effect_n.dds is a normal map compressed using "nvcompress -bc3n" from NVIDIA Texture Tools 2.0. I made the normal map itself by cleaning up the original stealth effect image to be seamless, turning it grayscale, and loading it up in Crazybump as a heightmap. The shader uses the red channel (or alpha channel after you compress) as U translation and the green channel as V translation, everything else is ignored. 0 is negative, 127 is no translation, 255 is positive.
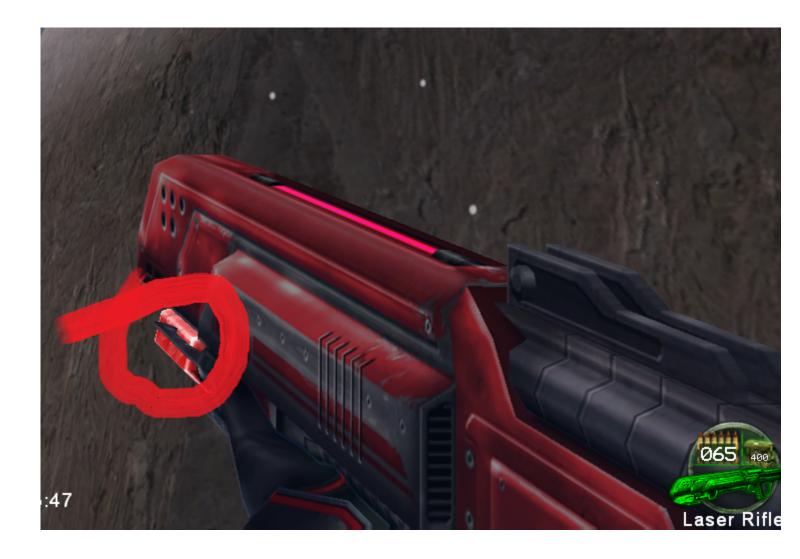That same effect is used in plenty of other games so I really think many mods would like to benefit form it.

Although the effect you provide is quite nice for Renegade.
However, it has one issue though, the little crystal on the laser rifle's first person model is not affected by it, and I would assume it has a pass that does not agree or something.

File Attachments
1) Crystal.png, downloaded 235 times

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065 400

Laser Rifle