
Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by [Aircraftkiller](#) on Mon, 03 Oct 2011 02:00:52 GMT
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Hence why I prefer UDK. It's all procedural, node-based, so each "mapper" you assign to your shaders can be plugged into other ones to combine different effects or remove them partially. For example, the idea behind "Scale" can be done with "TexCoord" IIRC, with that plugged into a Linear Interpolate and some other effects, you can easily make alpha blended materials with a minimum of effort.
