
Subject: Need Help with Making textures

Posted by [TheKGBspy](#) on Mon, 27 Oct 2003 01:27:02 GMT

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you need:

-dig cam

- paint shop pro or a vre good pictures editor

in paint shop pro, Cut the part you need of the picture (square cut), Reduce the size of the picture to a good size (not 1024*840... etc, somethine like 128*128) cut out the part you dont need, and apply a different color where you want the invisible part of the picture.

Apply alpha channel on the pictures and save it as .tga. in Renx, apply the texture in alpha test mode
