Subject: ugh!
Posted by Anonymous on Thu, 24 Oct 2002 16:49:00 GMT
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I want a spinning fan blade, so i used the fan blade texture on a circular plane, i then set it to rotate, but it rotates form the corner, so a it desent spin but it moves the whole texture.does that make any sense?also how can i make a texture cast a shadow, like the fan blades in the refinery in the levels?

Subject: ugh!
Posted by Anonymous on Thu, 24 Oct 2002 16:59:00 GMT
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I'm guessing make a real tiled object and have somesort of a spotlight shining down on it.

Subject: ugh!
Posted by Anonymous on Thu, 24 Oct 2002 17:01:00 GMT
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BTW for your object you textured, you don't rotate the texture, but rather the object that is textured.~goes and watches the Matrix~

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Posted by Anonymous on Thu, 24 Oct 2002 17:01:00 GMT
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but will it reconize the clear parts or will it see the whole plane as a shadow caster?

Subject: ugh!
Posted by Anonymous on Thu, 24 Oct 2002 17:07:00 GMT
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quote:Originally posted by DeafWasp:but will it reconize the clear parts or will it see the whole plane as a shadow caster?You'd have to make a shape that is a shadow-caster. It is just like an outline of the fan. But make it's properties collisions: projectile, physical. Which means you make the object, texture it to be black I suppose. Then rotate it so it does one period. And then the light that shines on it will be similar to that of a character onto the ground. Does that make sense? [October 24, 2002, 17:09: Message edited by: Ingrownlip]

Subject: ugh!

Posted by Anonymous on Thu, 24 Oct 2002 17:09:00 GMT

yes.