
Subject: How?

Posted by [JeepRubi](#) on Mon, 06 Feb 2006 01:43:23 GMT

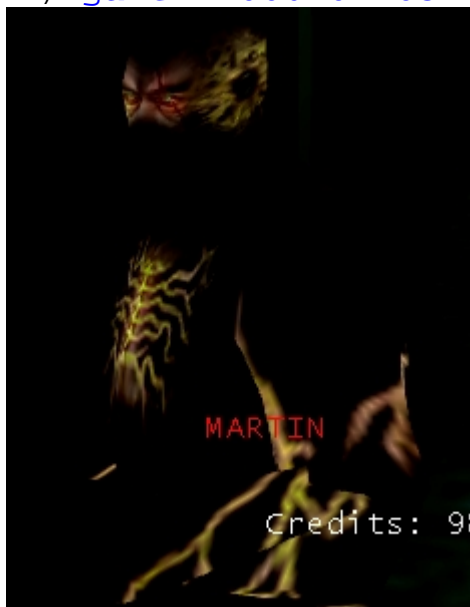
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How did they do this?

Certain parts of the texture "glow" in the dark.

File Attachments

1) [game2 2006-02-05 20-37-48-25.jpg](#), downloaded 775 times



2) [game2 2006-02-05 20-38-05-90.jpg](#), downloaded 773 times



Subject: Re: How?

Posted by [Titan1x77](#) on Mon, 06 Feb 2006 01:55:42 GMT

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a 2nd pass was applied to the model's material....and its specular and/or emmissive are changed to something other then black.

Subject: Re: How?

Posted by [Napalmic](#) on Tue, 07 Feb 2006 00:12:54 GMT

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If you look at the Raveshaw texture, I believe the veins are part of the alpha channel section if you need to edit how it looks.
