Subject: Northern Lights
Posted by Anonymous on Tue, 10 Dec 2002 21:43:00 GMT
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Ok, Im going to put the Aurora Borealis in a map of mine, here is my take at it, I put a transparent plane in the sky, and then I have a rainbow like texture on it that scrolls.is this a good way at going at this or is there a better way?also, how can i make the neon light effect like the neon lights in carnage club map ?oh, and is there anything special i have to do if i dont want a power plant in my map? [December 10, 2002, 21:49: Message edited by: DeafWasp]

Subject: Northern Lights
Posted by Anonymous on Tue, 10 Dec 2002 21:57:00 GMT
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That is gonna look SO cool!I think that should work if you make a long texture strip that repeats on the horizontal and just make that drift slowly across the plane...To make a map without a power plant, just make the power plany controllers and don't worry about anything else.I have no clue who made Carnage Club Extreme, nor do I know how to make the neon effects, but I could take a look in the w3ds in the mix...

Subject: Northern Lights
Posted by Anonymous on Tue, 10 Dec 2002 22:02:00 GMT
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thx, power plant thing solved. (if u know what ur talksking abooot   )And the map that im working on is fairly simple and is called "Aurora". [December 10, 2002, 22:18: Message edited by: DeafWasp]

Subject: Northern Lights
Posted by Anonymous on Tue, 10 Dec 2002 22:50:00 GMT
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Im not sure, but I think Neon effects like in Carnage Club are special Alpha channels of a texture. Check out the Alpha channel stuff your Paint program has, JASC and Adobe have this type of feature. I have never used it, but thats how to make a texture appear to glow for lighting or to make parts of a texture transparent (like ladders,between the rungs.)

Subject: Northern Lights
Posted by Anonymous on Wed, 11 Dec 2002 07:52:00 GMT
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quote:Originally posted by ApacheRSG:That is gonna look SO cool!I think that should work if you

make a long texture strip that repeats on the horizontal and just make that drift slowly across the plane...To make a map without a power plant, just make the power plany controllers and don't worry about anything else.I have no clue who made Carnage Club Extreme, nor do I know how to make the neon effects, but I could take a look in the w3ds in the mix...Skint made Carnage Club Extreme (Gotta love that map   )As for that effect - It's just a Dummy Object (Emitter).Heres a screenshot >> http://www.n00bstories.com/image.fetch.php?id=1482844045

Subject: Northern Lights
Posted by Anonymous on Wed, 11 Dec 2002 08:18:00 GMT
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thats not what i was going on about. Im talking about the neon signs, like the budweiser one, with the blue neon lights.