Subject: whoops!
Posted by Anonymous on Thu, 19 Dec 2002 18:33:00 GMT
View Forum Message <> Reply to Message

Could someone explain or point me to a tutorial on how to make a mesh or texture apear to glow? I want to make a lightbulb but I fergot how to do this part.

Subject: whoops!
Posted by Anonymous on Thu, 19 Dec 2002 19:25:00 GMT
View Forum Message <> Reply to Message

make your texture with a good program like JASC or Adobe, then set the Alpha channel with the paint tool it uses. thats the data that tells it a section is transparent or glows or whatever.then I think u have to tell GMAX that the material is a Valpha or something.

Subject: whoops!
Posted by Anonymous on Thu, 19 Dec 2002 19:29:00 GMT
View Forum Message <> Reply to Message

thxdo you set the alpha channel buy making a mask on it (the moving dotted line) and saving it with that) ? [December 19, 2002, 19:31: Message edited by: DeafWasp]

Subject: whoops!
Posted by Anonymous on Thu, 19 Dec 2002 19:46:00 GMT
View Forum Message <> Reply to Message

???

Subject: whoops!
Posted by Anonymous on Thu, 19 Dec 2002 20:28:00 GMT
View Forum Message <> Reply to Message

Set the emissive light settings in the material editor to the color you want it to glow. White if you don't want to alter the color. Alpha channels are used for opacity maps.

Subject: whoops!
Posted by Anonymous on Fri, 20 Dec 2002 02:22:00 GMT
View Forum Message <> Reply to Message

k

Subject: whoops!
Posted by Anonymous on Sat, 21 Dec 2002 10:34:00 GMT
View Forum Message <> Reply to Message