

---

Subject: Light Texture thing.  
Posted by [Viking](#) on Wed, 09 May 2007 23:56:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

How do I make a texture where it looks like a light and it fades out as it gets farther away from the source?

---

Subject: Re: Light Texture thing.  
Posted by [Gen\\_Blacky](#) on Thu, 10 May 2007 02:27:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

some tool in adobe photoshop

---

Subject: Re: Light Texture thing.  
Posted by [Slave](#) on Thu, 10 May 2007 17:31:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i think he means ingame...

---

Subject: Re: Light Texture thing.  
Posted by [Viking](#) on Thu, 10 May 2007 17:39:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yeah, like say on a box you wanted the top to look like a beam of light and the bottom the beam of light dissipates into nothing.

---

Subject: Re: Light Texture thing.  
Posted by [Blazea58](#) on Thu, 10 May 2007 19:22:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You could do this fairly easy by just making a gradient texture in photoshop and then enabling screen or multiply and add for the material options. That or you can make an alpha channel that renders nothing on the bottom and gradient channel again for the gradual change.

---

Subject: Re: Light Texture thing.  
Posted by [Jerad2142](#) on Thu, 10 May 2007 20:45:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Two words:  
Vertex Paint

---

---

Subject: Re: Light Texture thing.  
Posted by [Viking](#) on Thu, 10 May 2007 20:59:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

One word.

HUH?

---

---

Subject: Re: Light Texture thing.  
Posted by [Jerad2142](#) on Sat, 12 May 2007 19:54:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Go into renX and make it fade to back using the "vertex paint" modifier.

---