
Subject: Animated texture over normal texture.
Posted by [jamiejrg](#) on Sat, 16 Jun 2007 16:24:42 GMT
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Hey guys,

I'm making a new weapon but on one part i want a translucent lightning effect to scroll over it. How would i go about toding this?

If i do this (<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=55>) can i just make my animated texture have alpha channels?

Jamie

Subject: Re: Animated texture over normal texture.
Posted by [Jerad2142](#) on Sat, 16 Jun 2007 16:48:25 GMT
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Give it two passes. On the first pass give it the alpha test Blender Mode setting. Then set the second pass Blender Mode as add, and give that pass lighting texture. (thats how it would be done, unless I am misunderstanding what you are getting at).

Subject: Re: Animated texture over normal texture.
Posted by [jamiejrg](#) on Sat, 16 Jun 2007 17:06:14 GMT
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Thanks for the quick responce. heres what i'll do. I'll get the weapon finished all the way up to the point where i need the second pass.

Then i'll put some screens up of what i realy want.

Thank
Jamie

Subject: Re: Animated texture over normal texture.
Posted by [Veyrdite](#) on Sun, 17 Jun 2007 05:59:05 GMT
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is this what you are after?

Subject: Re: Animated texture over normal texture.
Posted by [Jerad2142](#) on Sun, 17 Jun 2007 14:55:49 GMT

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Except his is doing his with an animated grid and alpha blend.
