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Subject: Black Smoke

Posted by [R315r4z0r](#) on Fri, 13 Jul 2007 01:49:41 GMT

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How do I make an emitter that gives out black smoke?

I made an emitter with all the physics and settings that I want, it is just I can't get the smoke to turn black! When I try to make the color black, it just turns transparent and you can't see anything.

I used a black smoke texture but all the black in the texture disappears and becomes transparent and only the white shows up. I know it is possible to make black smoke, because I have seen it in game... I just need to know how to make it.

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Subject: Re: Black Smoke

Posted by [Veyrdite](#) on Fri, 13 Jul 2007 04:39:39 GMT

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its the shader your using

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Subject: Re: Black Smoke

Posted by [Slave](#) on Fri, 13 Jul 2007 21:03:20 GMT

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Yes it is.

Screen and Additive only make things brighter. They take the background color and add the emitter color to it. Black won't add anything, making the emitter invisible.

The shader you want to use is Alpha. It just takes the texture, and puts it on top. Use it on a smoke texture that has a transparant background.

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Subject: Re: Black Smoke

Posted by [R315r4z0r](#) on Fri, 13 Jul 2007 23:51:16 GMT

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Oh, ok, thanks guys I got it now.

Epic smoke screen

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