
Subject: Building Destruction Question

Posted by [Mauler](#) on Wed, 10 Sep 2008 20:27:14 GMT

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Would like to know more info on how Westwood setup there destroyed building texture?

I'm aware there is lightmap applied to the model, once a building has been destroyed how is it changed from normal to destroyed looking?, is a script? or something else? any info would be appreciated!.

This is what i want to do. This is my model using two different lightmap textures

I want to recreated what Westwood had done to there building destruction animations did but i have no idea where to start, I'm assuming it has to do with Visibility tracks and such correct me if I'm wrong.

Subject: Re: Building Destruction Question

Posted by [Veyrdite](#) on Wed, 10 Sep 2008 21:20:52 GMT

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Subject: Re: Building Destruction Question

Posted by [Mauler](#) on Wed, 10 Sep 2008 21:37:11 GMT

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That's not what i'm looking for

i'm not talking about the emitters and cracks, but the actual change in textures of the exterior of the building and how i can uses this effect in my maps? if it's possible

Subject: Re: Building Destruction Question

Posted by [Mauler](#) on Thu, 11 Sep 2008 01:55:18 GMT

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anyone?

Subject: Re: Building Destruction Question
Posted by [Veyrdite](#) on Thu, 11 Sep 2008 08:30:42 GMT
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Mauler wrote on Thu, 11 September 2008 07:37That's not what i'm looking for

i'm not talking about the emitters and cracks, but the actual change in textures of the exterior of the building and how i can uses this effect in my maps? if it's possible

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scroll down to the track-view section
