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Subject: Scud Storm Shaders

Posted by [mr£ÄŞÄ-z](#) on Tue, 28 Oct 2008 17:53:56 GMT

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I noticed every Vehicle on Scud Storm has a Shader, how can i use this same Shader on my Models in 3D Studio max 8 ? Is there somewhere a Tutorial? Thanks.

Yeah i want it working for Renegade!

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Subject: Re: Scud Storm Shaders

Posted by [LR01](#) on Tue, 28 Oct 2008 18:18:38 GMT

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As far as I know there are no tuts on that.

but noticed it is not hard, you only need need the "shader texture"

it's pretty much as the water shader, just Stage 1 Mapping Environment, and put your shader texture on stage 1.

Now, I never got my hands on the files but I think that should to it

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Subject: Re: Scud Storm Shaders

Posted by [mr£ÄŞÄ-z](#) on Tue, 28 Oct 2008 21:59:08 GMT

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More Infos please

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