Subject: Need Help with Making textures
Posted by Havoc 89 on Sun, 26 Oct 2003 23:39:09 GMT
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Does anyone know how to make textures that u can set the texture setting to alpha blend and only some parts will dissapear? e.g. like a bush texture in Ren2 model pack, u set the setting to alpha blend and some parts are gone. I want to know how to make em. does anyone know? genocide did but he left and i cant contact him anymore.

Subject: Need Help with Making textures
Posted by TheKGBspy on Mon, 27 Oct 2003 01:27:02 GMT
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you need:

-dig cam
- paint shop pro or a vre good pictures editor

in paint shop pro, Cut the part you need of the picture (square cut), Reduce the size of the picture to a good size (not 1024*840... etc, somethine like 128*128) cut out the part you dont need, and apply a different color where you want the invisible part of the picture.

Apply alpha channel on the pictures and save it as .tga. in Renx, apply the texture in alpha test mode

Subject: Need Help with Making textures
Posted by Havoc 89 on Mon, 27 Oct 2003 01:44:34 GMT
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how do i apply the alpha channel? btw im using Photoshop 5.5

Subject: Need Help with Making textures
Posted by General Havoc on Mon, 27 Oct 2003 08:40:19 GMT
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Well you make the areas black that you don't want to have the texture on then apply it in RenX with an alpha channel. If your using DDS then you need to save it as DXT1 format.

Subject: Need Help with Making textures
Posted by Lode on Mon, 27 Oct 2003 09:19:06 GMT
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Wait how do you make alpha chaneel in pant shop pro?

Subject: Need Help with Making textures
Posted by Havoc 89 on Mon, 27 Oct 2003 10:44:44 GMT
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yes in psp or ps

Subject: Aha!
Posted by CNCWarpath on Mon, 27 Oct 2003 13:29:23 GMT
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Here you go , it will help :

Creating Alpha Chanels :

Alpha channels are whats used to create transparency in an image, Renegade uses this and other games do by for example , taking a picture of a chainlink fence, now adding alpha channels to the middle parts where the chains link, now cause of that we save the alpha channel , then in RenX we set blend mode to Alpha Blend or Alpha Test (Alpha Blend Makes It More Soft Looking), Ingame or W3D will now make the fence have the selected parts transparent.

Now, Open Paintshop Pro.

Open your image that your going to create the alpha channel.

Using the selection tool select what parts you want to become transparent, to select more than one thing after uve selected one hold down Shift then make your selection.

Now after you have selected all you wanted , goto "Selections" at the top menu and goto "Invert" all what you selected is now inverted, right now go to "Selections" again and then goto Save as alpha channel, in the new window press "New Channel" and then name your channel "Alpha" , after that press ok , now save your image as a .tga .

Now apply the texture to your selected model, and make the Blend mode "Alpha Blend" or "Alpha Test" theres not much difference, and export, u will now see your selected parts are now transparent.

Thanks,

Genocide

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Thanks man.