Subject: Re: Texture advise, what do you think,
Posted by jamiejrg on Wed, 27 Jun 2007 03:01:00 GMT

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Innocence wrote on Tue, 26 June 2007 18:59When I was figuring out shiny stuff, I based it on this tutorial.
http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=30

Thingies wich I would change to get the blade shiny. In order of appearance in the manual.

Surface type: Light metal (not water duh)

BumpScale=0.1 (a blade is more smooth than wavy water, hopefully)
BumpRotation=0.0 (reflection doesn't move by itself)
VPerSec=0.00 (same reason, you can also delete these 2)

Pass 2 Sage 1 Mapping: WS Environment (reflection relative to world instead of camera. now the shiny looks different from different angles)

Pass 2 Stage 0 Texture: bump_somename.tga (a bumpmap of your blade. black is low, white is high. usually a greyscale version of your default blade texture will do just fine)
Pass 2 Detail Texture: reflect_x.tga (works every time)

Pass 1 Stage 0 Mapping: UV (no scrolling but a still texture)
Pass 1 Stage 0 Texture: somename.tga (your default blade texture)

To vary the amount of shiny, you can tweak 2 settings.
Pass 2 Sage 1 Mapping: WS Vlassic Env (a more bright shiny)
Under the 2nd pass Shader tab, switch add to screen (the whole shiny bump map will "burn" less on the blade)

If i didn't have to go right now, I would try out what I just said, and check if my post actually makes sense. Hopefully it's of any use. I might repost it later.

Ok, that looks realy interesting. It's late right now so i'll try it tomorrow before i go to work.

Thanks again
Jamie