
Subject: Re: A question about lights

Posted by [Mauler](#) on Sat, 12 Nov 2011 01:08:05 GMT

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You can try this method to make the lights on your lift.

Create a cone or cylinder. Apply the texture setting as follows,

Vertex Material Tab

Set Ambient,Diffuse,Specular to black and Emissive to whatever color you wish to emit

- Apply Linear Offset with,

UPerSec=0.02

VPerSec=0.03

Shader Tab

- Blend Mode

'Add'

Texture Tab

- Stage 0 Texture

I used Ref_Dust.tga for this

Apply the texture to your cone and use your desired UV coordinates. Now apply a vertex paint modifier to your light mesh.

Now select the bottom vertices of your light cone and apply the black vertex paint. This will help blend your edge and make it look like the light is fading out from its light source. Make sure the mesh has '2-Sided' applied under W3D Tab.

There, once your done it will look like this.
