Subject: I need help from a 3d model person
Posted by jonwil on Thu, 29 Apr 2004 03:03:37 GMT

View Forum Message <> Reply to Message

Basicly I am working on a w3d file viewer as a project for the graphics course I am doing.

What I need is some w3d files that are as simple as possible but that show off each of the different texture things.
I already have examples (from always.dat) that I can use for Transparency
and for "UPerSec/VPerSec" things.

What other different things are there in terms of what renegade textures do?
I know that you can blend 2 textures together and also that you can have multiple textures on one mesh but what else?
What other settings are valid for the Vertex Mapper Arguments (I know of UPerSec and VPerSec but what else?)

Subject: I need help from a 3d model person
Posted by --oo00o00oo-- on Thu, 29 Apr 2004 04:29:36 GMT

View Forum Message <> Reply to Message

just thoughts they "may" help out....

rotating textures?
bump mapping?
diffuse..specularity maps?
dont think Ren can normal map...
animating textures? as in they travel in the U for sometime then travel in the V for another time?