Subject: Fade-in texture
Posted by R315r4z0r on Thu, 24 Apr 2008 19:06:20 GMT
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Can I make a texture fade in over a period of time. Maybe animate it to do so?

I want to have a texture slowly fade into view over the course of the game, so at the beginning of the game it doesn't exist, but by about 5-10 min it is fully visible.

Subject: Re: Fade-in texture
Posted by Jerad2142 on Fri, 25 Apr 2008 06:17:54 GMT
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Use the Grid UV Mapper.