Posted by Di3HardNL on Sun, 08 Feb 2009 17:46:53 GMT

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Hey I want to use the halolamp model, but I dont know how I can make the light so that it starts off sharp light then it gets transperant

Here is a screenshot. It shows the texture is the same color but what settings do I need to put?

I hope somebody can help.

File Attachments
1) HaloLamp.JPG, downloaded 574 times

Subject: Re: How to make the Halolamp?
Posted by Jerad2142 on Sun, 08 Feb 2009 18:42:37 GMT
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Thats done using vertex paint, the the material needs two passes, one of the 2 needs to be completely transparent.

Subject: Re: How to make the Halolamp?
Posted by Di3HardNL on Sun, 08 Feb 2009 19:26:03 GMT
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ah simple as that It will work out
ty

Subject: Re: How to make the Halolamp?
Posted by R315r4z0r on Sun, 08 Feb 2009 20:00:58 GMT
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Possibly an easier way, if you have photoshop and know how to do an alpha channel, is if you just make n alpha channel gradient, on that texture, from black to white and then export it as a new texture.

Subject: Re: How to make the Halolamp?
Posted by Slave on Sun, 08 Feb 2009 22:06:14 GMT
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Possibly an even easier way.
Sample time.

File Attachments
1) fadeout.zip, downloaded 133 times