
Subject: Skinning for the ORCA

Posted by [npsmith82](#) on Fri, 09 May 2003 12:56:37 GMT

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Download this example... <http://www.spliff.wideboys.co.uk/files/renegade/matrix-orca.zip>

It's a modified "v_gdi_orca_m.dds" and "v_gdi_orcaflame.dds". Both of the DDS files are DXT1, not DXT5.

When saving your Orca skin, make sure the settings are as below...

Save Format : No Alpha (DXT1).

MIP Maps : Generate MIP Maps.

MIP Map Generation : Box Filter.

Options : All unchecked.

Fade MIP Maps : All unchecked, with the percentage set to 15.

Some settings may be different if you're using Adobe Photoshop (the options above are what i use with PaintshopPro 7).
