Subject: Re: projector effect?
Posted by Blazea58 on Fri, 14 Jul 2006 21:37:52 GMT
View Forum Message <> Reply to Message

What you gotta do is setup your material modifier with grid.
Do grid on pass 1 stage 0 uv modifier. What you gotta do is also make a texture with the exact
amount of images, and the images need to all be the same hight/width. Best to just make a
texture and sort out a few 128x128 or 256x256 on it until it fills up, so you have all equal tiles.
Then i have my little tv screen in a bar setup like this below and it goes through the pictures quite
fast. The 4 fps is setup because i have 4 images, so if you were using 6 or more im pretty sure
you change the fps accordingly.

FPS=4
Log2Width=1