Subject: Re: projector effect?
Posted by PaRaDoX on Sun, 23 Jul 2006 00:34:40 GMT
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Blazea58 wrote on Fri, 14 July 2006 17:37What 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

he is right, make a texture like this

[with the four things being your projected object]
then follow steps below V