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Subject: Re: Black Smoke

Posted by [Slave](#) on Fri, 13 Jul 2007 21:03:20 GMT

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Yes it is.

Screen and Additive only make things brighter. They take the background color and add the emitter color to it. Black won't add anything, making the emitter invisible.

The shader you want to use is Alpha. It just takes the texture, and puts it on top. Use it on a smoke texture that has a transparent background.

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