Subject: Re: Need help removing Chem Warrior's helmet
Posted by Oblivion165 on Fri, 19 Oct 2007 17:25:01 GMT

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You will need to enable alpha-blend on the model after a import/export and then you can make an alpha channel in the texture.

EDIT: Looks like alpha-blend or screen is already applied since the helmet is semi transparent.

EDIT2: done and done

File Attachments
1) ChemT.zip, downloaded 117 times