
Subject: Re: How to make 3d looking lights?
Posted by [Slave](#) on Thu, 28 Feb 2008 20:38:01 GMT
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This was supposed to go in the flashing light tutorial that I never bothered making.

It's not exactly like the dazzle lights (dazzles have no w3d, just a texture that is put into a place via a bone). This way the light is part of the model, and gets smaller when viewed from a distance (dazzles stay the same size). This alinea really doesn't matter.

The epic journey starts with a plane. Press M, add a texture, and set the shader to add or screen.

When you've done that, edit the pivot. Rotate it around the green axis until the red arrow points up, away from your light.

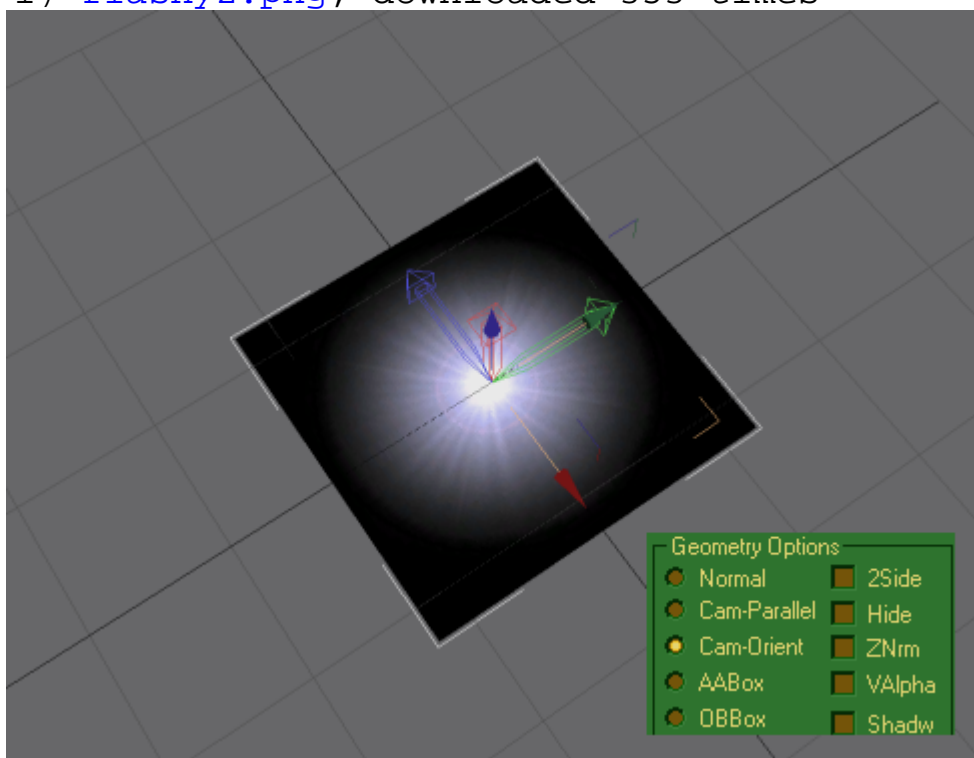
You now have something like this.

At w3d settings, pick cam-orient.

Export.
Profit.

File Attachments

1) [flashy2.png](#), downloaded 353 times



2) [flashy1.png](#), downloaded 391 times

