

---

Subject: My little texture project  
Posted by [Ferhago](#) on Mon, 19 Jul 2004 15:50:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I dunno. I just felt like posting this. I tried to make the stealth effect like the kind of static one in Tberian Dawn.

Just felt like sharing

---

---

Subject: My little texture project  
Posted by [NeoX](#) on Mon, 19 Jul 2004 16:09:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Differnt but it looks more like a bunch of lines then static. my suggestion would be just make the texture with the noise set to like 4 or higher.

---

---

Subject: My little texture project  
Posted by [Ferhago](#) on Mon, 19 Jul 2004 16:16:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I tried that

It became solid then

---

---

Subject: My little texture project  
Posted by [NeoX](#) on Mon, 19 Jul 2004 18:36:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

peacuse you need to do an alpha channel

---

---

Subject: My little texture project  
Posted by [Spice](#) on Mon, 19 Jul 2004 20:14:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I like that , its pretty cool looking. It would be a downside for GDI though.

---

---

Subject: My little texture project  
Posted by [Naamloos](#) on Mon, 19 Jul 2004 21:58:12 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

Don't make it to stealthy, in SS(Sole Survivor, the mod), the stealth effect is so hard to see that even your own team can't see you... talking about real stealth... lol.

---

---

Subject: My little texture project  
Posted by [Aircraftkiller](#) on Mon, 19 Jul 2004 22:18:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It doesn't use an alpha channel, you idiot. It's an additive overlay. Anything dark turns transparent. Anything light becomes more solid.

---

---

Subject: My little texture project  
Posted by [bigjoe14](#) on Mon, 19 Jul 2004 23:20:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You looking for something more like this?

<http://www.n00bstories.com/image.fetch.php?id=1261089292>  
<http://www.n00bstories.com/image.fetch.php?id=1341986240>  
<http://www.n00bstories.com/image.fetch.php?id=1262199261>

---

---

Subject: My little texture project  
Posted by [Spice](#) on Tue, 20 Jul 2004 00:38:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

That stealth effect looks like a scrambled Television

---

---

Subject: My little texture project  
Posted by [PointlessAmbler](#) on Tue, 20 Jul 2004 01:13:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I particularly liked the stealth effect for the Sole Survivor Stealth Tank. (The one with the updated patch, the first release used the Renegade effect).

EDIT: Whoops, I didn't read Naamloos's post. I didn't think it was that hard to see though. I just thought it looked cool.

---