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Subject: Nevermind, Solved

Posted by [Deafwasp](#) on Fri, 18 Feb 2005 14:45:17 GMT

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Lets say we have a plane, texture 1 is a alpha channel window frame, I need Texture 2 (which is rain drops) to move down the window in the clear parts of texture 1. I have done this before but I just cant manage to repeat it.

Any help would be great.

UPDATE: I can manage to do it, but at certain angles there are poly errors, I need this to work on a sphere, but currently I cant figure it out.

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Posted by [Spice](#) on Fri, 18 Feb 2005 16:07:01 GMT

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You can always make 2 planes , One directly behind the other. Then attach the Alpha channel shader with VPerSec=0.15 under vertex matieral with the linear offset mapping on the second plane with the rain drops.

I would think it would give you the same effect.

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Subject: Nevermind, Solved

Posted by [Deafwasp](#) on Fri, 18 Feb 2005 16:11:42 GMT

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Nevermind, solved.

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