
Subject: Windows,Transparent textures
Posted by [Anonymous](#) on Sat, 08 Feb 2003 11:42:00 GMT
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i could use a clear step by step tutorial on using alpha channel in photo shop to create a texture like the windows on the hon.Please dont just give a snippet and leave unless u know how to do it from start to finish and willing to post it all then dont tease me please.

Subject: Windows,Transparent textures
Posted by [Anonymous](#) on Sat, 08 Feb 2003 14:34:00 GMT
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quote:Originally posted by Cowick:i could use a clear step by step tutorial on using alpha channel in photo shop to create a texture like the windows on the hon.Please dont just give a snippet and leave unless u know how to do it from start to finish and willing to post it all then dont tease me please.Could someone give him a hand please?

Subject: Windows,Transparent textures
Posted by [Anonymous](#) on Sat, 08 Feb 2003 14:56:00 GMT
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<http://www.google.com/search?hl=en&ie=UTF-8&oe=UTF-8&q=photoshop+alpha+tutorial>

Subject: Windows,Transparent textures
Posted by [Anonymous](#) on Sat, 08 Feb 2003 15:03:00 GMT
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Just selcet all things, that must be visible, and goto:select-> save selection (type in as name Alpha1)Save as 32 Bit TGA and use ALphablen in the shader tab of RenX. [February 08, 2003,
