Subject: flashing light, how?
Posted by Slave on Mon, 14 Jan 2008 23:56:57 GMT
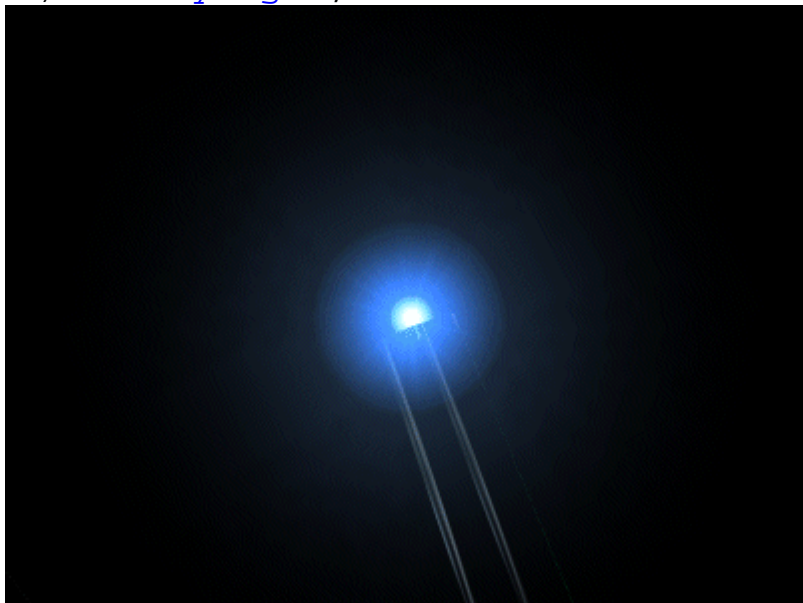View Forum Message <> Reply to Message

Does anyone know how to create the following effect in gmax/3dsmax? It is somewhat like the flashing red light on top of a nuke beacon, wich is not done with emitters. I would like to know how to do this. Thanks.

Captured with w3dviewer:

Use firefox to see it animate at the right speed.

File Attachments
1) flashy2.gif, downloaded 756 times

Subject: Re: flashing light, how?
Posted by cpjok on Tue, 15 Jan 2008 00:11:48 GMT
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i think you have to animate it in gmax/renX

Subject: Re: flashing light, how?
Posted by Gen_Blacky on Tue, 15 Jan 2008 00:32:33 GMT
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try using dazzle

Subject: Re: flashing light, how?
Posted by Jerad2142 on Fri, 18 Jan 2008 05:50:06 GMT
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Use GRID in the textures uv channel? (sorry I do know it is grid, but I don't know what the drop down area is called, I still have to reinstall gmax and RenX again).

Subject: Re: flashing light, how?
Posted by Veyrdite on Fri, 18 Jan 2008 23:50:24 GMT
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It is probably a grid texture. Open it up in W3d viewer so you can see the texture names and then locate all of them in always.dat.

Subject: Re: flashing light, how?
Posted by Slave on Sun, 20 Jan 2008 02:14:49 GMT
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-post deleted, I found the solution I was looking for-

It doesnt involve any grid texture.
What you need is

and a small, 1 pixel wide texture with your flash pattern.

Create a plane, hit M, and do this.

At this point my gmax crashed. No save. Anyway...
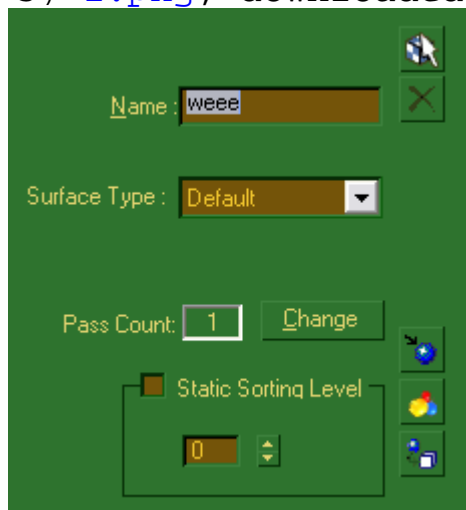Texture 1 is the flash. Texture 2 the gradient.

This "should" work.

File Attachments
1) lightflash.png, downloaded 506 times

2) gradient.png, downloaded 508 times

3) 1.png, downloaded 496 times

4) 2.png, downloaded 478 times

5) 3.png, downloaded 496 times

Subject: Re: flashing light, how?
Posted by Di3HardNL on Mon, 21 Jan 2008 21:48:42 GMT
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But how do you put 2 textures on 1 'plane' object?

After i setted everything the same like you (I am also trying to make this for vehicles) my renx doesnt crash after doing it btw. But when are you supposed to attach those 2 textures/pics you posted in previous post?

Subject: Re: flashing light, how?
Posted by Di3HardNL on Mon, 21 Jan 2008 21:59:25 GMT
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oh lol i only attached the sun.tga texture and it works i tried it on one of my vehicles and it looks pretty good! i only didnt place them in the right spot yet and it doesnt flashes as you wanted but that doesnt matter because it works

I am glad you posted about how it should be done if your renx keeps crashing i might be able to

do it for you (if you explain how to add the other little pic you sended to make it flashing).

Subject: Re: flashing light, how?
Posted by Scrin on Mon, 21 Jan 2008 22:05:49 GMT
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Di3HardNL wrote on Mon, 21 January 2008 16:59oh lol i only attached the sun.tga texture and it works i tried it on one of my vehicles and it looks pretty good! i only didnt place them in the right spot yet and it doesnt flashes as you wanted but that doesnt matter because it works

I am glad you posted about how it should be done if your renx keeps crashing i might be able to do it for you (if you explain how to add the other little pic you sended to make it flashing).

nice

Subject: Re: flashing light, how?
Posted by Slave on Mon, 21 Jan 2008 23:34:13 GMT
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The crash was no serious issue, I just didn't feel like recreating this sample.

The last stap should be pretty simple.
Stage 0 Texture: lightflash.tga
Stage 1 Texture: gradient.tga

Hit apply, and you're done.
You dont need to do anything else when working with just one plane.

-edit-
You could give gradient.tga some funky colors to create a light that changes color all the time.
You can also play with the Detail Color on the shader tab.
Set it so something else than scale to achieve random effects.

Subject: Re: flashing light, how?
Posted by nikki6ixx on Mon, 21 Jan 2008 23:34:50 GMT
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Di3HardNL wrote on Mon, 21 January 2008 15:59

You had to go and ruin a perfectly beautiful Dodge Challenger...

Subject: Re: flashing light, how?
Posted by Di3HardNL on Tue, 22 Jan 2008 17:22:27 GMT

Thanks slave it works!

If you got more of this little tutorials for making stuff in renx, why dont you upload them on www.renhelp.net? will help alot people.

Subject: Re: flashing light, how?
Posted by Slave on Tue, 22 Jan 2008 18:29:15 GMT

Yes, I could and might do that one day.
But right now I lack the time and patience to do so.

But who knows.