Subject: Re: How to make 3d looking lights?
Posted by Slave on Thu, 28 Feb 2008 20:38:01 GMT

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 doensn'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.
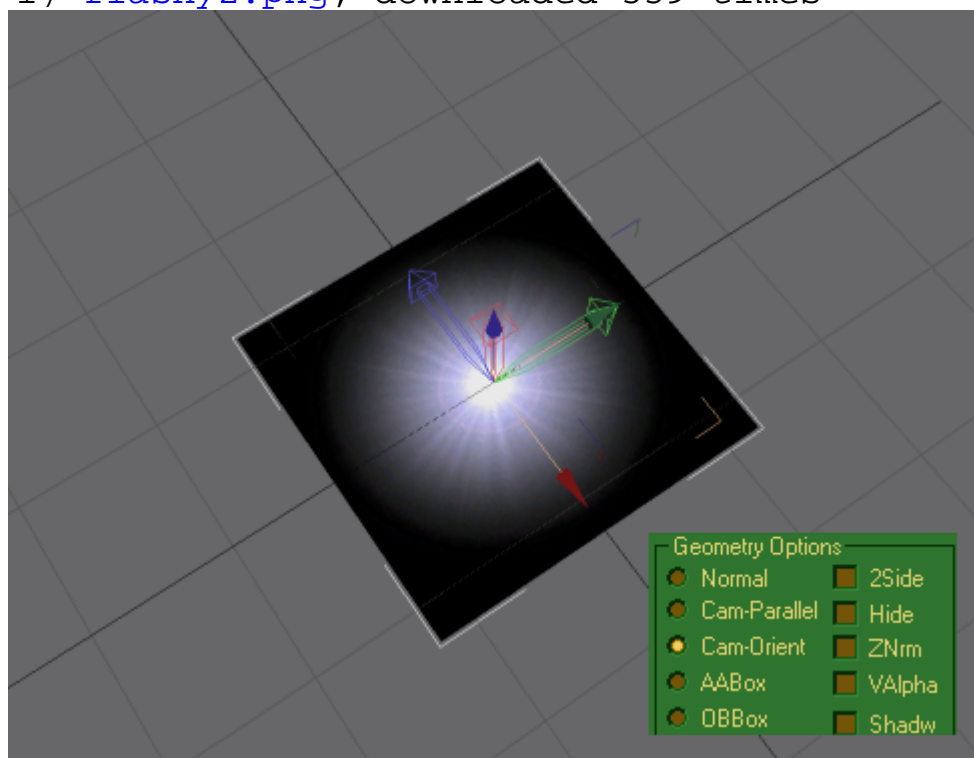
You now have something like this.

At w3d settings, pick cam-orient.

Export.
Profit.

File Attachments
1) flashy2.png, downloaded 559 times

2) flashy1.png, downloaded 593 times

The panel shows a 3ds Max interface with the following visible text:

Plane01

| Pivot | IK | Link I... |

Adjust Pivot

Move/Rotate/Scale:

Affect Pivot Only
Affect Object Only
Affect Hierarchy Only