
Subject: How to make the Halolamp?

Posted by [Di3HardNL](#) on Sun, 08 Feb 2009 17:46:53 GMT

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Hey I want to use the halolamp model, but I dont know how I can make the light so that it starts off sharp light then it gets transperant

Here is a screenshot. It shows the texture is the same color but what settings do I need to put?

I hope somebody can help.

File Attachments

1) [HaloLamp.JPG](#), downloaded 471 times

