
Subject: Re: saberhawk's Stealth effect

Posted by [saberhawk](#) on Sun, 11 Sep 2011 21:40:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

kamuixmod wrote on Sun, 11 September 2011 12:14BUMP:

Scripts 4 are released. So what about this now? Port APB shader to Renegade?

Absolutely not; the stealth shader from APB is for APB and wouldn't fit in well.

stealth_effect_n.dds is a normal map compressed using "nvcompress -bc3n" from NVIDIA Texture Tools 2.0. I made the normal map itself by cleaning up the original stealth effect image to be seamless, turning it grayscale, and loading it up in Crazybump as a heightmap. The shader uses the red channel (or alpha channel after you compress) as U translation and the green channel as V translation, everything else is ignored. 0 is negative, 127 is no translation, 255 is positive.

File Attachments

1) [stealth_shader.zip](#), downloaded 231 times
