

DDS Texture Export

Overview

Here it will be explained how to set up an entity with a translucent material. There is a lot of different techniques and programs that can be used to make the images used in this tutorial, so the focus will be mainly on using the engine's tools.

Steps

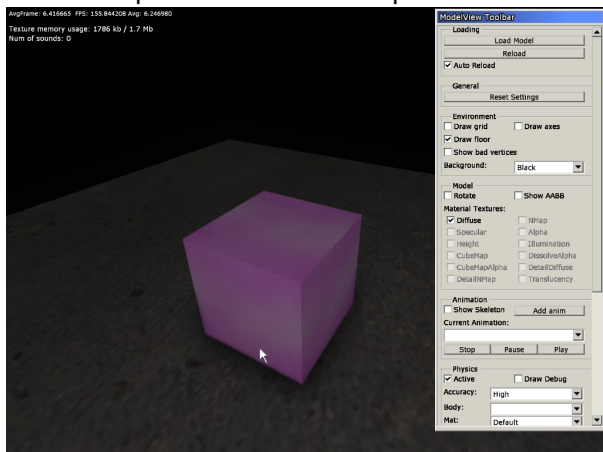
1) Setting up the model.

First of all the model needs to be set up and have a diffuse texture set to it (more info [here](#)). The file we have are:

transbox.dae

transbox.dds

Now we open transbox.dae up in the modelviewer and will see:



The files we have are now: transbox.dae

transbox.dds

transbox.mat

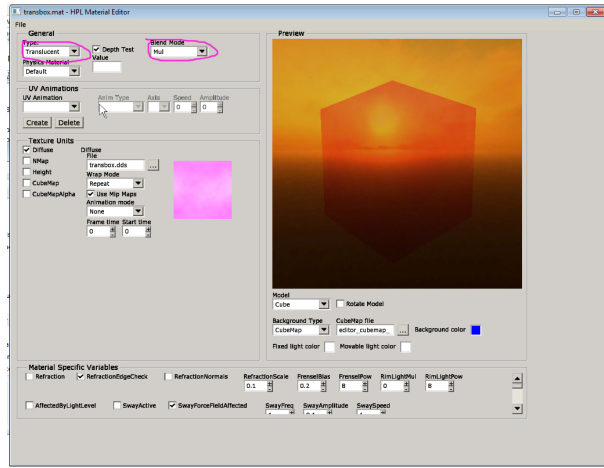
transbox.msh

the ".mat"-file is generated by the modelviewer and is a solid material based upon the name of the diffuse texture (here "transbox"). Modelviewer can add further texture such as normalmaps, specular, etc if the files have the proper prefixes (for a list of those see [here](#)).

The ".msh"-file is a binary version of the dae file that is much faster to load. No need to worry about that one in this tutorial.

2) Changing to translucent.

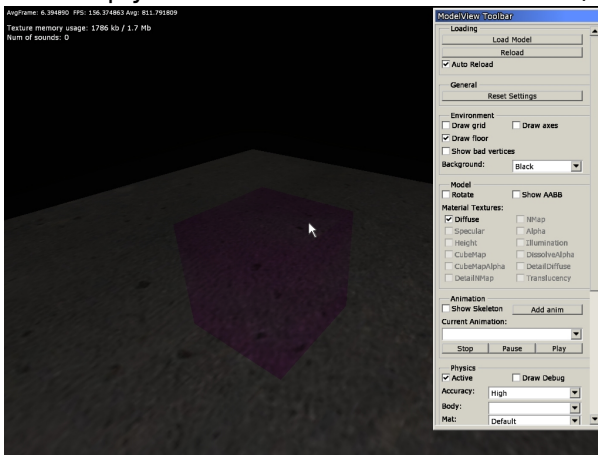
Now open up MaterialEditor (leave modelviewer open) and open "transbox.mat". Here change the type to "translucent" and the blend mode to "mul" (you can use other blend modes, but mul is often



the best when dealing with translucent surfaces).

Chose "Save" in the file menu.

You can now simply task switch to the modelviewer (no need to close and open) and the changes will



appear).

3) Adding environment map.

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Permanent link: https://wiki.frictionalgames.com/hpl3/tutorials/material_translucent?rev=1322587660

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