

## Alpha channeling with trueSpace 4. © Rich Wolkins



Alpha Channeling with trueSpace 4 is relatively easy. But if it is not done correctly shadows will not pass through the texture correctly.

- Step 1: Left Click on the Transparency Shader and select "wrapped mask".
- Step 2: Right Click on the Transparency Shader and set Image setting to your Alpha Channel Texture.
- Step 3: Apply texture to an object.

**Step 4:** Right Click on render button and set to "Raytrace" and "RayCast".

**Step 5:** Render.

**NOTE:** Any lights passing through the texture need to be set with raytraced shadows.

*Close*