SoCal ROC
Career Technical Education
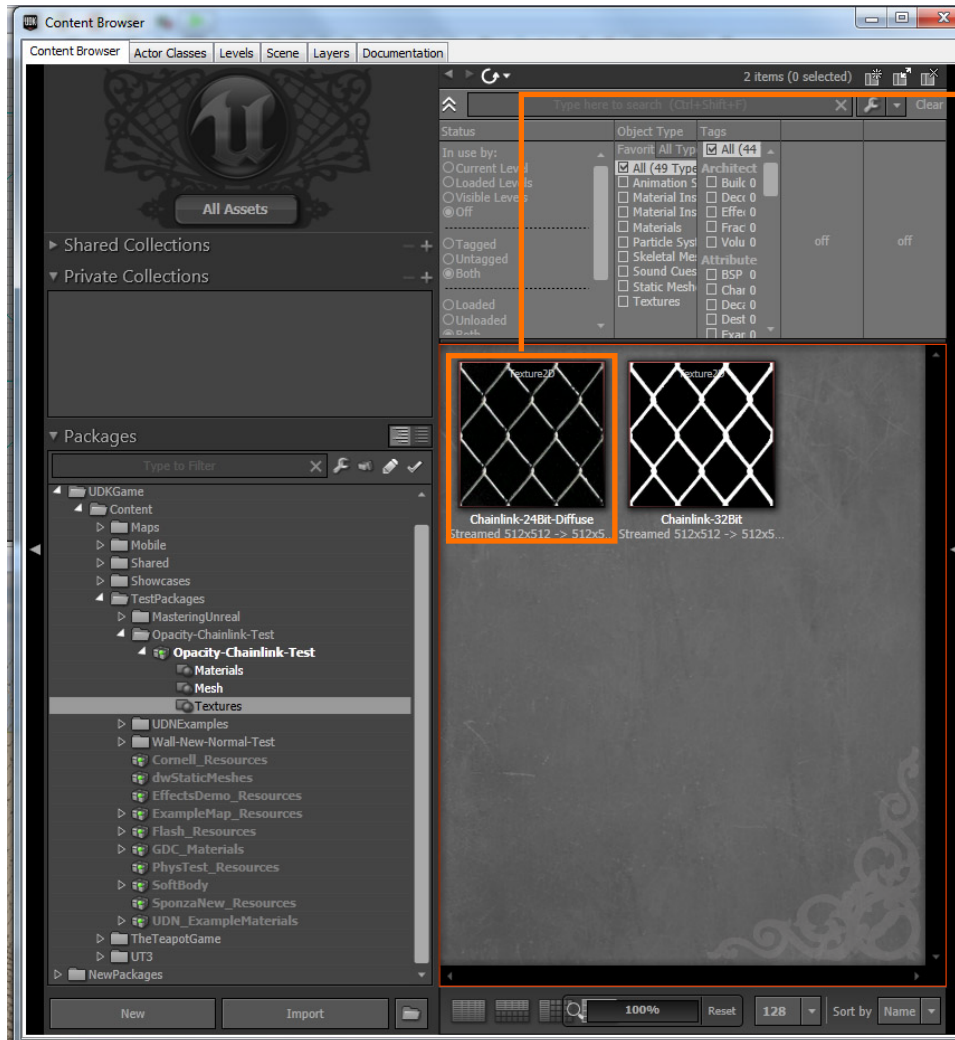
# ADVANCED VIDEO GAME DESIGN

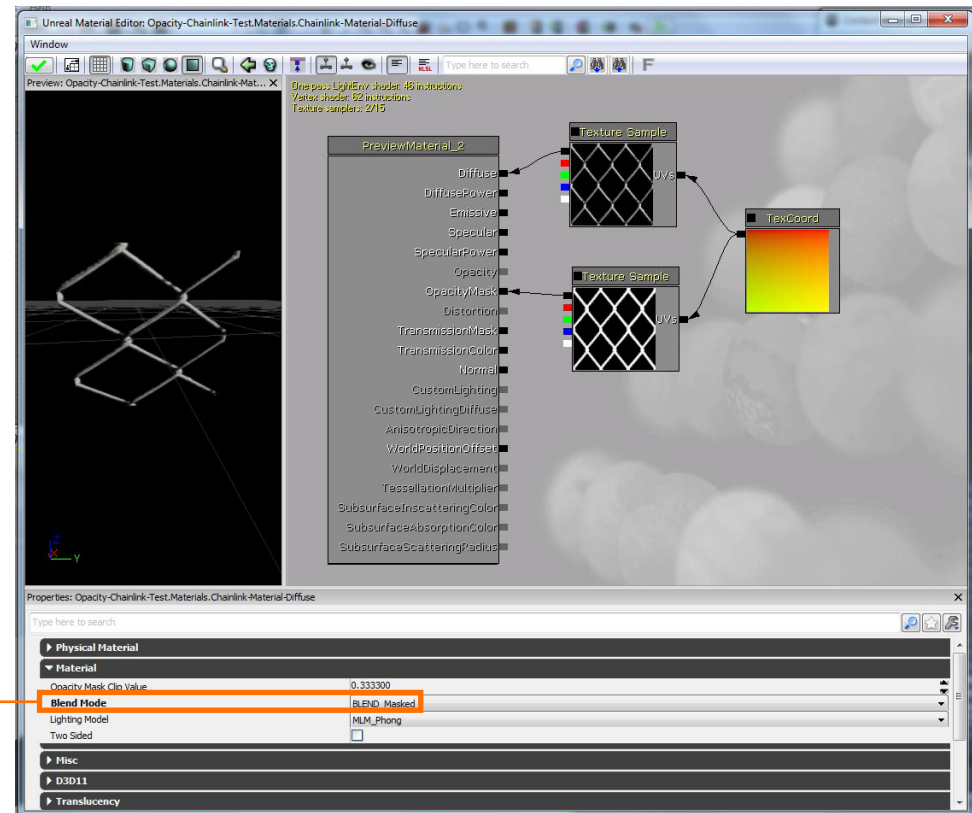**12.** Now import both targa textures.  Call their folder"Textures".



**13.** Select the 24 Bit Diffuse texture.

**14.** Open the"Material Editor" and right click in the gray area. Select a "New Texture Sample". The 24 Bit targa will appear.

**15.** Do the same for the 32 Bit Opacity targa.

**16.** Add a "Texture Coordinate"  & link as shown



*NOTE: The fence will appear to be ne sided in the Material Editor. Don't worry. In the Level it will be two sided.*

**17.** Set the material to Blend Mask

**18.** Set the Texture Coordinate to: UTiling 30.0 & VTiling 10.0