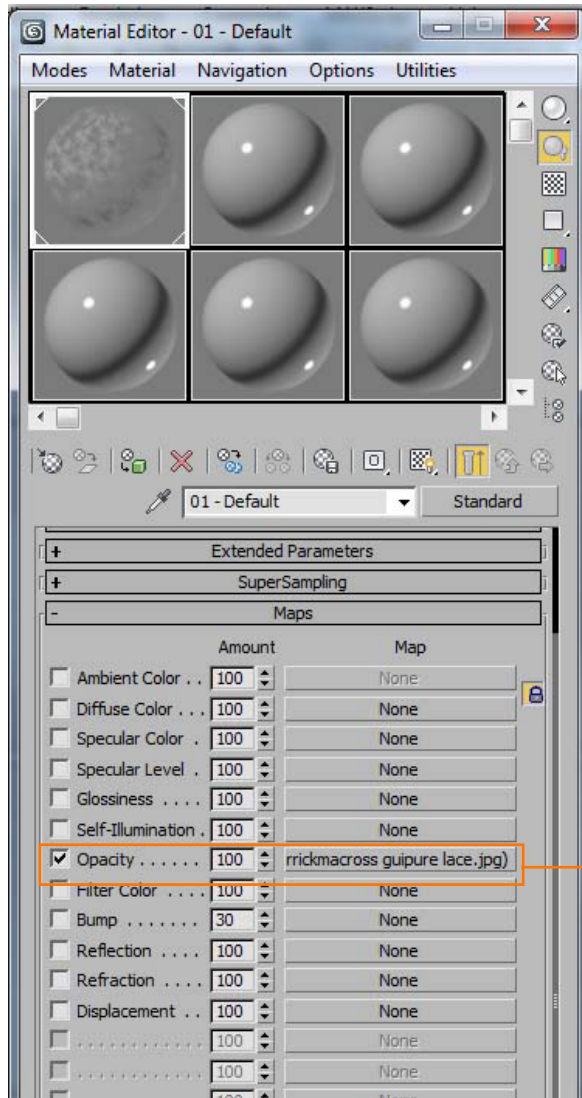


OPACITY MAPS

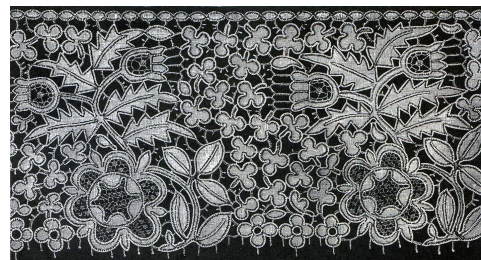
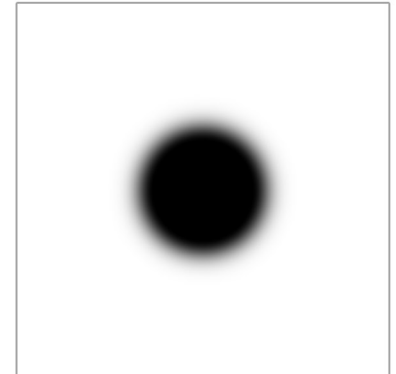
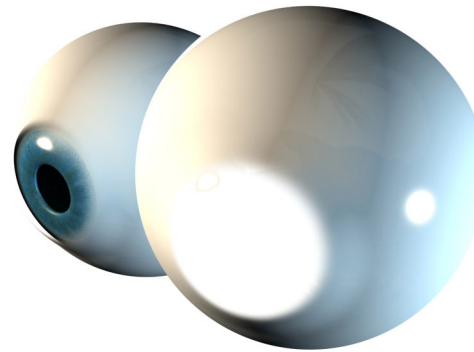
3D CHARACTER DESIGN

Opacity maps are simply black and white images (JPEG, Targa) used to make an area of your model disappear. You might use an opacity map to make the pupil (hole) in an eyeball or you might use it to create a complicated lace pattern on a characters clothing.

1. Place the opacity map in the "Opacity Map Slot".



Here, a simple black dot is used to create the clear "Cornea" in an eyeball.



This JPEG of some lace taken off the internet is used to make a lace pattern on a plane. Note that the teapot is visible thru the plane.

