

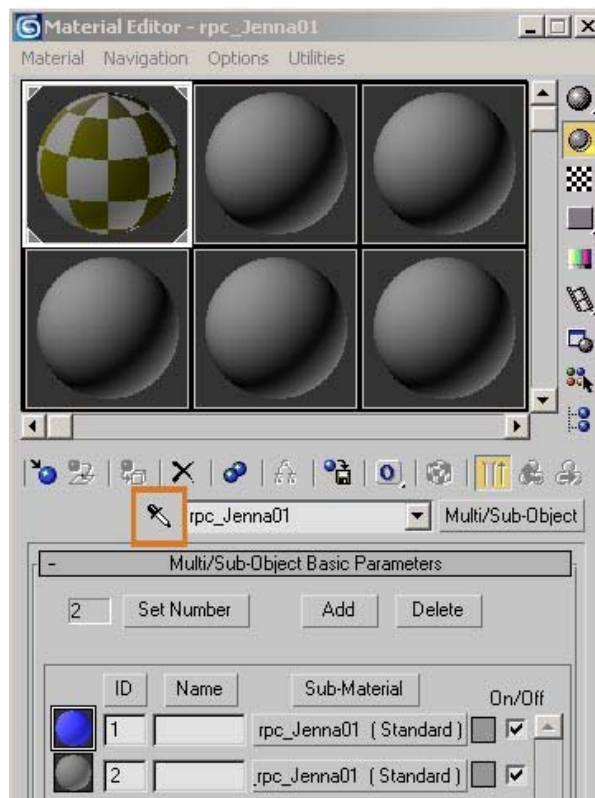
Changing RPC Opacity Manually

Using the material editor in Max or Viz you can easily change the opacity of an RPC Object. The following instructions will guide you through this process.



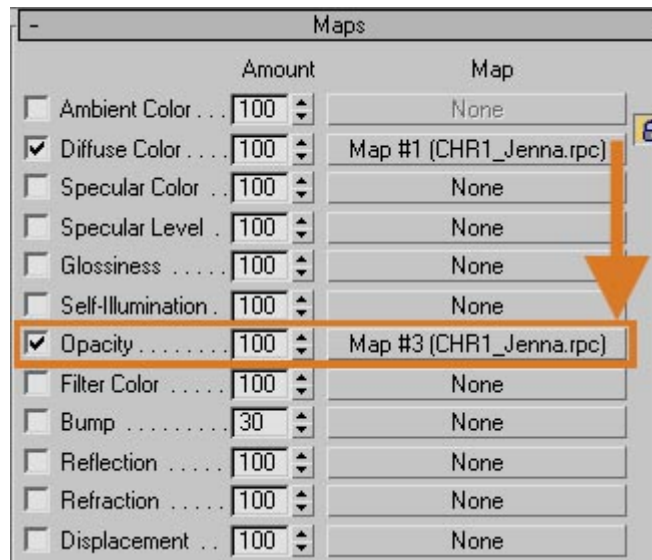
Step 1: First open the material editor (press M).

Step 2: Use the pick material tool to select the RPC objects material.

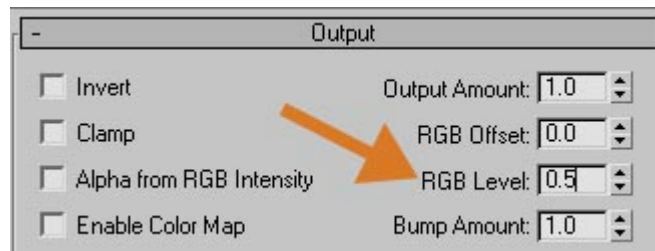


Step3: Select the first material name in the list.

Step4: Go into Maps and copy the Diffuse Color map to the Opacity map.



Step5: Go into the Output values for the Opacity map and change the value to something less than 1.0.



The RPC Object will now render the newly specified opacity.



The lower the RGB Level, the less opaque the object will be.

For additional assistance using RPC Technology, please visit www.archvision.com or contact our live Support Team Monday-Friday 9am-6pm.

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