



**Forum: Gallery Art**

**Topic: Helpful tips and techniques**

**Subject: Re: Helpful tips and techniques**

Posted by: bmcdaniel

Posted on: 2008/11/10 6:44:49

This method can be used instead of creating a transmap image.  
If you are trying to make a specific material invisible or transparent that uses an image map.  
Add a Math function to the Transparency node.  
Set it to 1. Change the Argument type to Floor or Round or Bias.  
Connect the out of the Value 1 to the Image Map.  
This will use the Image Map to create a black/white output (mask) to hide it.  
This is a short cut instead of having to create a transmap image.