# 3D Modelling 16/02/17 Glowing Textures

1. White is glowly and black is not
2. Set background on Photoshop to black (Blank)
3. Select and click on Colour Range
4. Select the colour you wish to use
5. Select Image, Adjustments, Desaturate
6. Select Image, Mode, Greyscale
7. Desaturate the new image
8. Select Image, adjustments and click on Brightness/ Contrast
9. Adjust the brightness and contrast to your liking
10. Once completed select the areas just outside the corners of the map to prevent it being blead
11. Once completed save as an EMI file (Self Illumination)
12. Open Up MAX Folder and open up material editor
13. Tick the 2-Sided option under Shadier Basic Parameters
14. Drag in the EMI file into Self Illumination under Maps
15. Select the Self Illumination file and select none under filtering
16. Go back into the model editor and add lighting.
17. Then render and the texture should glow