Step 1: Name your static background as “Static\_Background.tga” and put it in the Static\_background file. Then run your art you should able to see the result.

Name your Destroyable background as “Destroyable\_Background.tga” and put it in the Destroyable\_background file. Then run your art you should able to see the result.

Step2: Name your 1600 small pieces’ static background as “Static\_Background1.tga” to “Static\_Background1600.tga” and put them in the Static\_background file. Then run your art you should able to see the final result.

Name your 1600 small pieces’ Destroyable Background as “Destroyable \_Background1.tga” to “Destroyable \_Background1600.tga” and put them in the Destroyable\_Background file. Then run your art you should able to see the final result.

For step 1 you might not see the static background after you add the destroyable background, if empty part of destroyable background is not lucent.

Step 2 will fix this problem.

If you did not put any of art in those two file, it will show the original art.

  