Subject: Custom Lightmaps
Posted by Anonymous on Sat, 01 Feb 2003 17:04:00 GMT
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quote:Originally posted by SomeRhino:If you're talking about multi-materials, you can assign two materials to a mesh by using editable mesh, selecting the faces you want for material a, then assigning the material to them through the material browser. Do the same for the rest of the polygons. Perhaps your talking about something else?   quote:Originally posted by Laser2150:Nice Somerhino!   And what is the file Anyway? A exmaple of shading, or just a map?Just a test file. quote:Originally posted by Dante:try more of a blend with the shadow edges, will look perfect if you do that   Good idea, will try that. quote:Originally posted by Ingrownlip:Bah, it's not off topic... It's a preview of a map with shadows. Anywho.Is your method automatic? Or does it take time like mine?no, that is more than one material on the mesh, we are trying to get like 3 or 4 layerd on top of eachother