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Subject: "Stealth is key"

Posted by [Aircraftkiller](#) on Sun, 05 Dec 2004 04:00:53 GMT

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Of course, I've only been designing game levels since 1995, I obviously don't know what I'm talking about.

So much for helping this guy... But I'll give it a shot anyway.

What icedog was trying to say is a technique I use for RA levels. Basically Stage 1 mapping is an additional detail map overlaid on the first texture. You can do a lot of things with this that can look nearly Source quality if you understand how the detail shaders work.

For example I've created shifting portals that appear to phase in and out of reality with the SubR shader coupled with specially designed textures to compliment that shader. The pulsing light effect, impossible in Renegade without shaders, is done with SubR. SubR can make a light that looks like a radio tower light that slowly turns on and off, warning approaching aircraft of its presence.

Scale acts like multiply except it's more intensive in the way it darkens areas. Scale is what I use to break up the terrain in RA with light and dark areas. A simple Photoshop cloud filter adjusted and modified can make terrain look very real with little video card expense.

The add shader is not recommended for anything you could do with the add shader in a second pass. It will make the shader's texture emissive in terms of texture color and will stand out bright. I've used it on parking lots only to find they glow in the dark, which ruins any atmosphere I was trying to go for.

The other shaders are exceptionally useful and it's unfortunate that people refuse to spend a few hours to learn about their functions and how they can improve the graphics in a game that has mediocre graphics because of under-utilization of its rendering abilities.

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