

---

Subject: Re: Shadows

Posted by [nopol10](#) on Wed, 21 Nov 2007 02:03:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

There's another way to cast shadows forcefully onto terrain. Create a box or object that hangs over the whole map and in the W3D Tools check Hide and Shadow. The box will then cast a shadow.

I think that doing this on Hourglass would not work as the shadows that the buildings cast are "baked" onto the texture (ie. lightmap) so the shadows will still be there.

---