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Subject: Re: Bloom effect

Posted by [DutchNeon](#) on Sat, 20 Jun 2009 22:30:56 GMT

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Works fine for me, but DAM, it's really bright! lol

For some reason, it's less bright on a screenshot though.

Edit: Some skies are screwed due the bloom; Hourglass sky is almost green lol.

Edit2: Lights are messed up too from a distance. The 'bloom' litterly 'moves' when moving your character. Areas around the Obelisk top turn red too (see Under). It seems that the bloom is really overdone. It looks good, but some maps get really weird lighting.

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