Subject: Re: New Shaders
Posted by Havoc 89 on Tue, 21 Jul 2009 01:48:47 GMT
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I'm all up for Ambient Occlusion but this is too exaggerated. You should focus it more so in the corners and areas where light would struggle to reach. Especially when it comes to indoor lighting.

One thing to remember when it comes to indoor lighting is that light bounces everytime it comes into contact with an object. Basic physics would be "Angle of incidence is equal to angle of reflection". However this is not the only case. When ever light comes into contact with a surface, essentially that spot becomes a very subtle light source and it will reflect some light off in every possible direction.

One example that can explain this is would be turning on a lamp at night in your bedroom. If you turn on a lamp in an unlit room, you will essentially be able to see the entire room. Again this is because light will bounce multiple times in every direction. The reason why corners become less lit is because there would be less amount of light rays that are bouncing to reach the corner. This is called Ambient occlusion and is great for adding realism to anything.

I'm sure you guys have seen clay renders. Those are all based on ambient occlusion.

http://www.free3dtutorials.com/userimages/caligrapha/psycho_mom_modeling/ClayRender01.jpg

Also try reducing the bloom spread to 10%, and the bloom intensity to about 50%. That would give it less of a heavenly glow and more a realistic effect. Right now the heavenly glow and dark environment really do contradict with one another.