Subject: Re: Renegade X is looking for Coders and Character Artists
Posted by reborn on Fri, 27 Aug 2010 10:04:22 GMT

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Abjab wrote on Fri, 27 August 2010 05:05
They used Autodesk Lightscape to do the lightmaps, wich is now part of 3dsmax since max5 after Discreet bought Autodesk.

The w3d files holds all prelit multi-pass and multi-texture lightmaps info such as uvw map, the wlt files holds all lights information. Like light type, pos, fade start - end, ect...

But I don't think recreating the tool to export wlt and w3d is what you'd need here since you gonna use them in UT3 right ?

All you need here is some Artists, that knows about light stuff.

I could Import a full w3d model like mgbar_int_lm001 in max with all prelit materials and lights, as an example.

Or may be I don't get what you mean, let me know.
Abjab

This is for renegade/APB/reborn, not UT3. I should of clarified.