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Subject: Re: Nod Airstrip WIP

Posted by [Aircraftkiller](#) on Fri, 27 Jan 2012 02:09:10 GMT

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Haha, I don't need a tutorial on shader networks. I've designed much more complicated effects in other engines. It's as simple as having a black to white gradient overlaid on a stage 1 map which gives the emissive lighting its effect.

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