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Subject: Re: Vertex solve question

Posted by [dblaney1](#) on Tue, 10 Feb 2015 23:44:29 GMT

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I think it checks for whether light is blocked by other objects. Like say inside a tunnel etc. I always build with occlusion enabled as well.

Edit:

Yup just looked up ambient occlusion. In computer graphics, ambient occlusion is a shading and rendering technique used to calculate how exposed each point in a scene is to ambient lighting.

Its only regular occlusion in renegade, so it checks how exposed it is to the light vertices most likely, aka if something is blocking the light.

Quote:In computer graphics, ambient occlusion is a shading and rendering technique used to calculate how exposed each point in a scene is to ambient lighting

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