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Subject: Photoshop Filters

Posted by [boma57](#) on Fri, 20 Feb 2004 03:42:06 GMT

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I've been using Render > Lighting Effects to employ the use of the Alpha Channel (for giving depth to the main layer, not for transparency), but lighting effects gives me shadows that makes repeating textures look like crap.

Can I get the same effect without the shadows? (Yeah, I changed the lighting type to Omni, but it still gives off some shadows. Is there another way?)

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