Subject: CNC Reborn Update: Lightmaps
Posted by Spice on Mon, 14 Nov 2005 08:15:30 GMT
View Forum Message <> Reply to Message

ok, first off, we have been hard at working knocking off items as we put them in-game. We havn't got too much to show off yet but we are getting there. ok now to the good stuff.

I think a huge round of applause is in order for our team member sloth. He has managed to duplicate the Lightmaps in Renegade for use in-game, which was thought impossible by some without the nugraph Rendering program.

Here is a taste of a version of the GDI barracks, notice the shadows coming off of the antenna and sides, those are the lightmaps at work.

Thats pretty much it. I hope to have a lot to show in the coming week or so. We aren't dead *Sigh* At least not yet

Subject: Re: CNC Reborn Update: Lightmaps
Posted by Goztow on Mon, 14 Nov 2005 09:04:08 GMT
View Forum Message <> Reply to Message

Nice .

Subject: Re: CNC Reborn Update: Lightmaps
Posted by JeepRubi on Mon, 14 Nov 2005 13:13:34 GMT
View Forum Message <> Reply to Message

How? how? how? how?

Subject: Re: CNC Reborn Update: Lightmaps
Posted by Aircraftkiller on Mon, 14 Nov 2005 16:01:25 GMT
View Forum Message <> Reply to Message

How hard could that possibly be? Max already has texture baking in place. Now I want to see you do the levels too, and actually get a usable modification out. Oh, and fix the myriad of problems "Reborn" has including the intense hate this community harbors for something that's been the campaign of lies and deception for the past two years.

Get work in-game - get something done. If you're only on fucking lightmaps (Which were done with Lightscape, not whatever you just wrote exdeath... And don't think I take Reborn's failures out on you considering you already told me you don't like them anyway, which goes for a good part of their own team) so far I have the distinct feeling it won't be done for yet another year or two.

The game is dead, you guys are way behind and nobody is going to bother playing this pile of crap.

Oh and one last thing: That's not a W3D render, the lines are way too smooth and the texture filtering resembles render quality, not standard game quality - even with filtering enhancement. Put it in-game as usual... Why should I have to keep telling you that?

Subject: Re: CNC Reborn Update: Lightmaps
Posted by htmlgod on Mon, 14 Nov 2005 16:20:42 GMT
View Forum Message <> Reply to Message

Well, Aircraftkiller, it was hard enough that you apparently never figured it out. And that's saying something, considering the amount of time you spent in W3D.

Hats off to Reborn!

Subject: Re: CNC Reborn Update: Lightmaps
Posted by Renardin6 on Mon, 14 Nov 2005 18:04:03 GMT
View Forum Message <> Reply to Message

htmlgod wrote on Mon, 14 November 2005 10:20Well, Aircraftkiller, it was hard enough that you apparently never figured it out. And that's saying something, considering the amount of time you spent in W3D.

Hats off to Reborn!

excellent. (And I am really ok to share that with you htmlgod, now it depends of the one who did it.)

Now, from dark:

Quote:Unlike any other Renegade mod Reborn will have lightmaps. Here is an example taken in W3D Viewer.(Will look exactly the same ingame.)

(PS: ack, it's w3d pics only there. You think it looks too good for w3d? It's normal, we know what we do unlike you here...)

From Sloth: Video for those who don't believe...

Subject: Re: CNC Reborn Update: Lightmaps
Posted by icedog90 on Mon, 14 Nov 2005 19:07:35 GMT
View Forum Message <> Reply to Message

SomeRhino has a tutorial that teaches you how to do this...

Subject: Re: CNC Reborn Update: Lightmaps
Posted by Spice on Mon, 14 Nov 2005 19:12:48 GMT
View Forum Message <> Reply to Message

Aircraftkiller wrote on Mon, 14 November 2005 11:01
(Which were done with Lightscape, not whatever you just wrote exdeath... And don't think I take Reborn's failures out on you considering you already told me you don't like them anyway, which goes for a good part of their own team)

oh, I thought I remembered someone, I think Pimurho, said something about using the Nugraph rendering program to make the lighting effects with 3ds files.

Subject: Re: CNC Reborn Update: Lightmaps
Posted by Aircraftkiller on Mon, 14 Nov 2005 20:23:00 GMT
View Forum Message <> Reply to Message

No, it was Lightscape. There's a plugin in the Max tool that runs with it and calculates radiosity through the program.

Quote:(it's w3d pics only there. You think it looks too good for w3d? It's normal, we know what we do unlike you here...)

We know what we do unlike you here... That's real literary genius folks. Top notch novel material. What's next on your comeback list... An excerpt from Engrish.com?

I didn't say it looks too good to be used in that engine, or that the engine isn't capable of running that. What I did say is that it looks way too filtered and the edges aren't noticable at all. That's pretty hard to believe unless you're showing these pictures with a video card at 16x AA\AF or some other fancy setting that very few people would actually use in a game, much less in that particular game where your framerates go to shit and graphics tend to matter little to begin with.

So at any rate, either you rendered that barracks with texture baking or you just used slight-of-hand like usual to keep your work from looking bad as it always does.

Subject: Re: CNC Reborn Update: Lightmaps
Posted by SuperMidget on Mon, 14 Nov 2005 20:40:22 GMT
View Forum Message <> Reply to Message

Oi, is reborn out yet? Is there a large population of players?

I've just never heard of it actually coming OUT yet. It's been what, three years?

Subject: Re: CNC Reborn Update: Lightmaps
Posted by Renardin6 on Mon, 14 Nov 2005 22:26:51 GMT
View Forum Message <> Reply to Message

You really don't like that soviet 'awesome' barracks... don't you? ha ha

ok back on topic:

I could make the same in-game screenshots or renders (all on w3d engine as we said) with my old geforce 2 MX. So cut the crap and stay away from this topic. Btf2 planet miss you and your super 'not-in-game' renders mr.ack.

Subject: Re: CNC Reborn Update: Lightmaps
Posted by m1a1_abrams on Mon, 14 Nov 2005 22:48:24 GMT
View Forum Message <> Reply to Message

If those are w3d renders then it looks great by Renegade standards. Well done.

Subject: Re: CNC Reborn Update: Lightmaps
Posted by Renardin6 on Mon, 14 Nov 2005 23:28:31 GMT
View Forum Message <> Reply to Message

Chronojam wrote on Mon, 14 November 2005 16:30
11.14.05
CNC Reborn Update: Lightmaps
ok, first off, we have been hard at working knocking off items as we put them in-game...
-Reborn lighting work becomes public at Renforums-

The same day, you realize you never managed to do that and start to realize the new Reborn team started the mod in april 2004 (a complete new mod, I told it 1564646468468 times to you all...). So not even 2 years yet. Strong of 2 years and a half on the same engine, you never figured how to do this. But you still have the "spamz0r comment" award.

Congratulations.

(now I suggest you stay away from the topic because you make only yourself looking like bunch of idiots.)

Subject: Re: CNC Reborn Update: Lightmaps
Posted by YSLMuffins on Tue, 15 Nov 2005 04:14:38 GMT

View Forum Message <> Reply to Message

Wow, a lot goes on in a day. Shadows are a nice touch. Lightmaps, whatever. Except in other games when they slow your game down to a crawl *cough* AoE3 *cough*. Looks great. I hope we all can walk around that barracks ourselves soon enough.

Subject: Re: CNC Reborn Update: Lightmaps
Posted by Chronojam on Tue, 15 Nov 2005 05:31:04 GMT

View Forum Message <> Reply to Message

Why did my timeline, accurate to the day, get deleted? It makes Renardin's post seem awfully strange, all there by itself. It explains some things too.

Me2.26.02
For the first time, experience the C&C universe
up close and personal as you fight it out on the ground among the...
-Renegade released, featuring 3d FPS C&C action with reasonably modeled and textured (for the era) objects; maps come with lighting created using pricey Lightwave software-

3.30.05
Structure Update: Soviet Barracks
The Soviet Barracks is a more hardened-looking structure than its Allied counterpart, but serves exactly the same function...
-RA:APB releases an early shot of its barracks for the BF2 project; Noted that doors, for example, will be added once other details are incorporated including a highly detailed interior-

6.1.05
Gone GOLD!
It's official soldier! Battlefield 2 has gone GOLD and will soon be headed in your direction...
-EA releases to the public what I consider to be the most buggy piece of software they have ever made. At time of second patch, "Over 400" problems remained to be fixed, according to their news page-

11.10.05
"Hey look at this"
-I am shown the barracks interior with some lighting effects done-

11.11.05
My 4th anniversary with Samantha. I love you hun <3

11.14.05
CNC Reborn Update: Lightmaps
ok, first off, we have been hard at working knocking off items as we put them in-game...
-Reborn lighting work becomes public at Renforums-

Subject: Re: CNC Reborn Update: Lightmaps
Posted by Coolrock on Tue, 15 Nov 2005 12:17:16 GMT
View Forum Message <> Reply to Message

Quote:As far as we know, no other mod or maps made by the public use that.

But we can expect to be copied on this...

SomeRhino had done it and was going to do it with his mod but he's moved on. He had a nice tutorial out also if you want to learn more about it

Nice timeline Chronojam

Other then that, Reborn still won't be out anytime soon (If it does come out) while RenAlert will be patched up and be way beyond you guys :/

Subject: Re: CNC Reborn Update: Lightmaps
Posted by reborn on Tue, 15 Nov 2005 18:22:29 GMT
View Forum Message <> Reply to Message

I can't wait to play this mod. I, as of most of this community love the work and the effort that the deezer team put into it.
The light mapping is something that I have never seen in anyother mod for renegade or any map, and think it is an awesome effort.
Here's one server owner who can't wait to get a "reborn" server up and running. Nice work guys.

Subject: Re: CNC Reborn Update: Lightmaps
Posted by Aprime on Tue, 15 Nov 2005 19:30:11 GMT
View Forum Message <> Reply to Message

Yeah, I think we all can see the difference between you and that fool. :\

It'd be nice of you to hand it out to people with 'budget' video cards, that way we'd know what kind of performance they get with the lightmaps.

(I'm probably one of the rare folks that remembers that Renardin owns a 6800GT/Ultra (not sure) and I don't know about Sloth)

Subject: Re: CNC Reborn Update: Lightmaps
Posted by reborn on Tue, 15 Nov 2005 21:01:18 GMT
View Forum Message <> Reply to Message

Yeah but surely you can understand that they want to show as much of the building as possible.
For this to happen you have to turn the resolution up. I mean if they showed it in 800x600 then we

wouldn't get to see very much at all. And i personally like seeing as much of the reborn deezer team work as i possibly can.

Subject: Re: CNC Reborn Update: Lightmaps
Posted by Renardin6 on Tue, 15 Nov 2005 23:48:03 GMT
View Forum Message <> Reply to Message

Another pic to show the inside a bit more.

Now to explain a bit more what we can do:

Here is a 3dmax render of what we can now on w3d. We can do it exactly the same. (speaking of lighting and shadows)

Subject: Re: CNC Reborn Update: Lightmaps
Posted by icedog90 on Wed, 16 Nov 2005 00:07:29 GMT
View Forum Message <> Reply to Message

YSLMuffins wrote on Mon, 14 November 2005 20:14Wow, a lot goes on in a day. Shadows are a nice touch. Lightmaps, whatever. Except in other games when they slow your game down to a crawl *cough* AoE3 *cough*. Looks great. I hope we all can walk around that barracks ourselves soon enough.

http://img247.imageshack.us/img247/5386/aoe314zf.jpg
http://img247.imageshack.us/img247/1040/aoe325qq.jpg
http://img247.imageshack.us/img247/3356/aoe336re.jpg
http://img247.imageshack.us/img247/6268/aoe340hy.jpg
http://img467.imageshack.us/img467/3694/aoe351qy.jpg

Sorry, sometimes I like torturing people.

EXdeath7 wrote on Tue, 15 November 2005 10:42Where is somerhinos tutorial? As far as I know, he did them differently than we did and would take 10+ hours to do a map.

I think Beanyhead has it somewhere... I was just pointing that out because some people seemed to think that it was impossible to accomplish something pretty close to this.

Subject: Re: CNC Reborn Update: Lightmaps
Posted by Aircraftkiller on Wed, 16 Nov 2005 14:24:11 GMT
View Forum Message <> Reply to Message

Quote:Here is a 3dmax render of what we can now on w3d. We can do it exactly the same.
(speaking of lighting and shadows)

I'm still waiting on something besides a simple barracks to get texture baked.

Subject: Re: CNC Reborn Update: Lightmaps
Posted by PaRaDoX on Wed, 16 Nov 2005 22:30:58 GMT
View Forum Message <> Reply to Message

ok evry ones video cards will run the light maps thay are jest skins on top of other skins to make it look dark NO VIDEO CARD POWER jest cpu whitch shouldent be a prb becuse renagade had light maps tp thay jest were not as nice. and belive me it makes it look so much better

---

Subject: Re: CNC Reborn Update: Lightmaps
Posted by PaRaDoX on Thu, 17 Nov 2005 02:26:41 GMT
View Forum Message <> Reply to Message

PaRaDoX wrote on Wed, 16 November 2005 21:10he is right though new ver new bugs i mean its all new and thare will be new bugs simple as that and thay will have to come up with a creative way to fix them
as it is NEW thare will be NEW bugs and thats what i said

Subject: Re: CNC Reborn Update: Lightmaps
Posted by YSLMuffins on Thu, 17 Nov 2005 03:51:38 GMT
View Forum Message <> Reply to Message

Most of the stuff is in Politics/Issues now. That's the last time I'm doing this for this thread.

Subject: Re: CNC Reborn Update: Lightmaps
Posted by Chronojam on Thu, 17 Nov 2005 08:21:51 GMT
View Forum Message <> Reply to Message

Thanks

Subject: Re: CNC Reborn Update: Lightmaps

Posted by Renx on Wed, 23 Nov 2005 22:01:46 GMT
View Forum Message <> Reply to Message

PaRaDoX wrote on Wed, 16 November 2005 18:30ok evry ones video cards will run the light maps thay are jest skins on top of other skins to make it look dark NO VIDEO CARD POWER jest cpu whitch shouldent be a prb becuse renagade had light maps tp thay jest were not as nice. and belive me it makes it look so much better

Textures are done completely through the video card.

Subject: Re: CNC Reborn Update: Lightmaps
Posted by icedog90 on Thu, 24 Nov 2005 02:19:03 GMT
View Forum Message <> Reply to Message

Renx wrote on Wed, 23 November 2005 14:01PaRaDoX wrote on Wed, 16 November 2005 18:30ok evry ones video cards will run the light maps thay are jest skins on top of other skins to make it look dark NO VIDEO CARD POWER jest cpu whitch shouldent be a prb becuse renagade had light maps tp thay jest were not as nice. and belive me it makes it look so much better

Textures are done completely through the video card.

Which is exactly why memory on the video card helps for textures.

Subject: Re: CNC Reborn Update: Lightmaps
Posted by Spice on Fri, 25 Nov 2005 11:31:10 GMT
View Forum Message <> Reply to Message

As far as I can tell, the lightmaps don't cause any significant frame rate issues. Which is good.

Subject: Re: CNC Reborn Update: Lightmaps
Posted by Renardin6 on Sat, 26 Nov 2005 12:19:53 GMT
View Forum Message <> Reply to Message

Yeah, and if you have a computer a little upgraded (later than 2002) You shouldn't have fps problem with Reborn.