
Subject: Custom Lightmaps

Posted by [Anonymous](#) on Fri, 31 Jan 2003 17:40:00 GMT

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Since I've had nothing to do these past few days, I've decided to look into seeing which way the shadows could be implemented into custom maps. After lots of trashed files, I've been able to produce custom lightmapping. It's a pretty simple concept, but it's hard to map correctly. When I figure out the best way to map the lightmaps, I'll release a tutorial. Here are the screens for now though. Screen A Screen B Screen C It's still a bit sketchy, but leave your thoughts.

Subject: Custom Lightmaps

Posted by [Anonymous](#) on Fri, 31 Jan 2003 17:48:00 GMT

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COOL, that actually looks pretty good

Subject: Custom Lightmaps

Posted by [Anonymous](#) on Fri, 31 Jan 2003 17:49:00 GMT

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Sweet! Great work.

Subject: Custom Lightmaps

Posted by [Anonymous](#) on Fri, 31 Jan 2003 21:36:00 GMT

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Found out how to do non-planer shadows now, here is a screen:
<http://www.n00bstories.com/image.fetch.php?id=1752527698>

Subject: Custom Lightmaps

Posted by [Anonymous](#) on Fri, 31 Jan 2003 22:01:00 GMT

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WOW! Thats so cool! I've got to know how to do this. Great Work.Triforce

Subject: Custom Lightmaps

Posted by [Anonymous](#) on Fri, 31 Jan 2003 22:06:00 GMT

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<http://alpha.stardust-studios.net/C&CJungleWarfarePreview.zip>

Subject: Custom Lightmaps

Posted by [Anonymous](#) on Fri, 31 Jan 2003 23:11:00 GMT

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quote:Originally posted by

Ingrownlip:<http://alpha.stardust-studios.net/C&CJungleWarfarePreview.zip> Please don't go off topic on someone's on topic topic . By the way nice work somerhino.

Subject: Custom Lightmaps

Posted by [Anonymous](#) on Fri, 31 Jan 2003 23:26:00 GMT

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Nice Somerhino! And what is the file Anyway? A exmaple of shading, or just a map?

Subject: Custom Lightmaps

Posted by [Anonymous](#) on Sat, 01 Feb 2003 01:49:00 GMT

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try more of a blend with the shadow edges, will look perfect if you do that

Subject: Custom Lightmaps

Posted by [Anonymous](#) on Sat, 01 Feb 2003 04:42:00 GMT

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Nice work --! It's always refreshing to see someone actually do something original and give it out so the community in the whole can use it.i've been exploring some other texture settings that have been bothering me also -- simply put - some meshes have more than one material assigned to them (not textures - though you can do that) - and talking with Dante - we may have a fix that will allow it in RenX (now only gmax allows multiple-materials)Keep up the good work! I look foward to your tutorial.

Subject: Custom Lightmaps

Posted by [Anonymous](#) on Sat, 01 Feb 2003 09:50:00 GMT

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If you're talking about multi-materials, you can assign two materials to a mesh by using editable mesh, selecting the faces you want for material a, then assigning the material to them through the material browser. Do the same for the rest of the polygons. Perhaps your talking about something else? quote:Originally posted by Laser2150:Nice Somerhino! And what is the file Anyway? A exmaple of shading, or just a map?Just a test file. quote:Originally posted by Dante:try more of a blend with the shadow edges, will look perfect if you do that Good idea, will try that. quote:Originally posted by Ingrownlip:Bah, it's not off topic... It's a preview of a map with shadows.

Anywho.Is your method automatic? Or does it take time like mine? [February 01, 2003, 09:55:
Message edited by: SomeRhino]

Subject: Custom Lightmaps
Posted by [Anonymous](#) on Sat, 01 Feb 2003 10:37:00 GMT
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From what I have seen, Ingrownlip did it the hard way...

Subject: Custom Lightmaps
Posted by [Anonymous](#) on Sat, 01 Feb 2003 10:57:00 GMT
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looks good to me

Subject: Custom Lightmaps
Posted by [Anonymous](#) on Sat, 01 Feb 2003 12:44:00 GMT
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Bah, it's not off topic... It's a preview of a map with shadows. Anywho.

Subject: Custom Lightmaps
Posted by [Anonymous](#) on Sat, 01 Feb 2003 17:04:00 GMT
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quote:Originally posted by SomeRhino:If you're talking about multi-materials, you can assign two materials to a mesh by using editable mesh, selecting the faces you want for material a, then assigning the material to them through the material browser. Do the same for the rest of the polygons. Perhaps your talking about something else? quote:Originally posted by Laser2150:Nice Somerhino! And what is the file Anyway? A exmaple of shading, or just a map?Just a test file. quote:Originally posted by Dante:try more of a blend with the shadow edges, will look perfect if you do that Good idea, will try that. quote:Originally posted by Ingrownlip:Bah, it's not off topic... It's a preview of a map with shadows. Anywho.Is your method automatic? Or does it take time like mine?no, that is more than one material on the mesh, we are trying to get like 3 or 4 layerd on top of eachother
