Subject: how to do lighting in an underground area?
Posted by Anonymous on Mon, 03 Feb 2003 04:41:00 GMT
View Forum Message <> Reply to Message

I am building an inside/underground type area for my SP mission (in fact the whole second part is going to be inside a GDI optics lab) and I need a tutorial om how to make it so u can actually see where you are going etc.

Subject: how to do lighting in an underground area?
Posted by Anonymous on Mon, 03 Feb 2003 04:46:00 GMT
View Forum Message <> Reply to Message

Part of RenHelp explains about adding lights in LevelEdit.

Subject: how to do lighting in an underground area?
Posted by Anonymous on Mon, 03 Feb 2003 05:44:00 GMT
View Forum Message <> Reply to Message

Jon, In the presets, look for the folder Lighting. And Add Lightscape imported. and little star shaped object will appear. Double Click on it to change The settings, range, color... etc.When you place the ones you need, Go to the tab Lighting, and compute vertex solve.. click ok, and it will be all set. hope this helps!

Subject: how to do lighting in an underground area?
Posted by Anonymous on Mon, 03 Feb 2003 11:49:00 GMT
View Forum Message <> Reply to Message

Is it a Nod campaing?   (Or will you just walk around the GDI lab, wiping the floors and whacking Nod soldiers with your floor brush in the second part?   ) [February 03, 2003, 11:51: Message edited by: brutus]