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Subject: "Bloom Effect"

Posted by [mrÅ£ÄŞÄ-z](#) on Sun, 18 Jan 2009 11:13:37 GMT

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Subject: Re: "Bloom Effect"

Posted by [BlueThen](#) on Sun, 18 Jan 2009 17:46:57 GMT

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My eyes!!!

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Subject: Re: "Bloom Effect"

Posted by [R315r4z0r](#) on Sun, 18 Jan 2009 17:54:46 GMT

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That's not bloom, it's just a really, really bright display..

---

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Subject: Re: "Bloom Effect"

Posted by [mrÅ£ÄŞÄ-z](#) on Sun, 18 Jan 2009 18:05:38 GMT

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Thats why it looks like Bloom

---

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Subject: Re: "Bloom Effect"

Posted by [Di3HardNL](#) on Sun, 18 Jan 2009 18:14:53 GMT

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I think it does look like bloom, check out the top of the rock's it really looks like there is an effect added

---

---

Subject: Re: "Bloom Effect"

Posted by [Genesis2001](#) on Mon, 19 Jan 2009 03:05:09 GMT

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BlueThen wrote on Sun, 18 January 2009 10:46My eyes!!!

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Subject: Re: "Bloom Effect"

Posted by [saberhawk](#) on Mon, 19 Jan 2009 03:05:14 GMT

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Bloom is bright parts getting brighter and bleeding over slightly onto dark parts. What is shown there is everything getting brighter (and still no bleeding effect), thus not bloom.

---

Subject: Re: "Bloom Effect"

Posted by [R315r4z0r](#) on Mon, 19 Jan 2009 03:45:23 GMT

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Di3HardNL wrote on Sun, 18 January 2009 13:14I think it does look like bloom, check out the top of the rock's it really looks like there is an effect added  
It's an optical illusion.

---

Subject: Re: "Bloom Effect"

Posted by [Try\\_lee](#) on Mon, 19 Jan 2009 15:40:50 GMT

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What's this... Increasing gamma, brightness, AND contrast will make colours lighter?! Screw getting new hardware in the future, I'm just gunna make shit brighter!

I've not laughed so fucking hard in a long time. XD

---

Subject: Re: "Bloom Effect"

Posted by [mr£Ä\\$Ä-z](#) on Sat, 28 Feb 2009 01:18:31 GMT

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DID I SAY BLOOM? YA I SAID BLOOM!

Note: Heh no Shaders.SDB work, and wait till SECOND picture has loaded lol.

---

Subject: Re: "Bloom Effect"

Posted by [u6795](#) on Sat, 28 Feb 2009 01:33:32 GMT

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Subject: Re: "Bloom Effect"

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Posted by [mr£ÄšÄ-z](#) on Sat, 28 Feb 2009 01:34:30 GMT

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Converting Video now...

[EDIT]: OK i Recorded it on my Bad PC, i will make a new Video with my better Computer, here is the Video recorded with my bad Computer: VIDEO.

---

---

Subject: Re: "Bloom Effect"

Posted by [Gen\\_Blacky](#) on Sat, 28 Feb 2009 05:54:05 GMT

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way to much

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---

Subject: Re: "Bloom Effect"

Posted by [nopol10](#) on Sat, 28 Feb 2009 07:49:52 GMT

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The second screenshot looks Photoshopped. The ingame shader does not blur the HUD (the top right corner which shows the ping, fps, etc).

---

---

Subject: Re: "Bloom Effect"

Posted by [slosa](#) on Sat, 28 Feb 2009 08:13:51 GMT

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yeah until i see it on my renegade i won't believe it.. if you want to make it believable, atleast photoshop the hud in.. plus they are the same exact photo

---

---

Subject: Re: "Bloom Effect"

Posted by [mr£ÄšÄ-z](#) on Sat, 28 Feb 2009 11:01:43 GMT

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Photoshop haha like i said i will make a new Video WITHOUT LAG and a better Quality! Did you even saw he Video?

---

---

Subject: Re: "Bloom Effect"

Posted by [LR01](#) on Sat, 28 Feb 2009 14:03:39 GMT

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Without lag would be nice, I think it's to bright, far to bright.  
still, I like to see the end result, which hopefully is darker.

---

---

Subject: Re: "Bloom Effect"

Posted by [GEORGE ZIMMER](#) on Sat, 28 Feb 2009 14:13:09 GMT

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Bloom is the shittiest and most useless graphical feature to date.

---

Subject: Re: "Bloom Effect"

Posted by [mr£\\$Ä-z](#) on Sat, 28 Feb 2009 14:21:45 GMT

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Will be darker, also i try to add reflections and make new Water

---

Subject: Re: "Bloom Effect"

Posted by [ArtyWh0re](#) on Sat, 28 Feb 2009 16:47:43 GMT

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Like Gen Blacky said, too much.

BTW I like your building skins.

---

Subject: Re: "Bloom Effect"

Posted by [saberhawk](#) on Sat, 28 Feb 2009 19:25:15 GMT

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---

madrackz wrote on Sat, 28 February 2009 09:21 Will be darker, also i try to add reflections and make new Water

Could you at least \*try\* to be somewhat original?

---

Subject: Re: "Bloom Effect"

Posted by [mr£\\$Ä-z](#) on Sat, 28 Feb 2009 23:18:36 GMT

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Thats the Building skins that i use:

---

### File Attachments

1) [madrackz Buildings.rar](#), downloaded 270 times

---

Subject: Re: "Bloom Effect"  
Posted by [ErroR](#) on Sun, 01 Mar 2009 10:37:01 GMT  
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i like how it looks but some parts are plain white, too bright (pt icons) other than that it's cool

---

Subject: Re: "Bloom Effect"  
Posted by [mr£ÄŞÄ-z](#) on Sun, 01 Mar 2009 10:43:46 GMT  
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---

Looks like some Peoples still dont believe even if they saw the Video, i dont give a fuck heh

---

Subject: Re: "Bloom Effect"  
Posted by [Di3HardNL](#) on Sun, 01 Mar 2009 13:25:46 GMT  
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Its a cool effect

---

Subject: Re: "Bloom Effect"  
Posted by [Sir Kane](#) on Sun, 01 Mar 2009 19:07:40 GMT  
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It's fail.

---

Subject: Re: "Bloom Effect"  
Posted by [mr£ÄŞÄ-z](#) on Sun, 01 Mar 2009 19:12:02 GMT  
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Sir Kane wrote on Sun, 01 March 2009 13:07It's fail.  
Like you and your Life.

---

Subject: Re: "Bloom Effect"  
Posted by [Sir Kane](#) on Sun, 01 Mar 2009 19:25:28 GMT  
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I'm not fail. You're just afraid of my superiority.

---

Subject: Re: "Bloom Effect"  
Posted by [nikki6ixx](#) on Mon, 02 Mar 2009 20:09:24 GMT

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I didn't think it was possible to make Renegade look even more like ass, but holy shit you did it!

---

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Subject: Re: "Bloom Effect"

Posted by [renalpha](#) on Tue, 03 Mar 2009 19:59:33 GMT

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any chance you release that?  
Works for me i like it though.

The other people are just bitching too much. pls fuck off ffs.

---

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Subject: Re: "Bloom Effect"

Posted by [Try\\_lee](#) on Tue, 03 Mar 2009 22:19:11 GMT

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---

There's nothing to release, the guy goes into the video options and turns up the brightness and gamma.

---

---

Subject: Re: "Bloom Effect"

Posted by [Di3HardNL](#) on Wed, 04 Mar 2009 09:19:43 GMT

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---

Try\_lee wrote on Tue, 03 March 2009 16:19There's nothing to release, the guy goes into the video options and turns up the brightness and gamma.

Wrong, it are some .Fx and sceneshader files which were written by Saberhawk I think?

But with different settings it looks pretty good

---

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Subject: Re: "Bloom Effect"

Posted by [saberhawk](#) on Wed, 04 Mar 2009 09:29:19 GMT

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Di3HardNL wrote on Wed, 04 March 2009 04:19Try\_lee wrote on Tue, 03 March 2009 16:19There's nothing to release, the guy goes into the video options and turns up the brightness and gamma.

Wrong, it are some .Fx and sceneshader files which were written by SaberHawk I think?

---

But with different settings it looks pretty good

Still looks junky Also, there's no capital H in my name.

---

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Subject: Re: "Bloom Effect"  
Posted by [Di3HardNL](#) on Wed, 04 Mar 2009 09:35:05 GMT  
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fixed

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Subject: Re: "Bloom Effect"  
Posted by [mr£Ä\\$Ä-z](#) on Thu, 05 Mar 2009 16:34:05 GMT  
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I wasnt at home the this week stop PM me everyone!

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