
Subject: "Bloom Effect"

Posted by [mr£Ä\\$Ä-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!!!

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..

Subject: Re: "Bloom Effect"

Posted by [mr£Ä\\$Ä-z](#) on Sun, 18 Jan 2009 18:05:38 GMT

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Thats why it looks like Bloom

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!!!

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 [mrÃ&A\\$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"

Posted by [mr£Ä\\$Ä-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

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£Ä\\$Ä-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\\$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\\$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 357 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£Ä\\$Ä-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£Ä\\$Ä-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!

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.

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

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.

Subject: Re: "Bloom Effect"

Posted by [Di3HardNL](#) on Wed, 04 Mar 2009 09:35:05 GMT

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fixed

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!
