Subject: New Shaders
Posted by mrÃ£Ã§Ä·z on Mon, 22 Jun 2009 22:10:23 GMT
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Check it out, working with Shadows and Lights now:

ORGINAL:

SHADERS:

Subject: Re: New Shaders
Posted by Altzan on Tue, 23 Jun 2009 00:02:57 GMT
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Make a horror map to use this with

Subject: Re: New Shaders
Posted by BlueThen on Tue, 23 Jun 2009 02:42:10 GMT
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Now it's too dark! I can't see shit!

Subject: Re: New Shaders
Posted by Jeroenganges on Tue, 23 Jun 2009 06:08:03 GMT
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Also put Alma and lots of blood in it and you have F.E.A.R.

Subject: Re: New Shaders
Posted by mrÃ£Ã§Ä·z on Tue, 23 Jun 2009 10:28:24 GMT
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Dats no skinz lol just shader

Subject: Re: New Shaders
Posted by MGamer on Tue, 23 Jun 2009 15:01:23 GMT
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lol @ fps drop

Subject: Re: New Shaders
Posted by mrÃ£Ã§Ä·z on Tue, 23 Jun 2009 15:05:17 GMT
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Its just when i take Pictures, lol at no FPS drop

Subject: Re: New Shaders
Posted by Xena on Tue, 23 Jun 2009 15:52:26 GMT
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u should make the game like f.e.a.r.
u got the shadows, all we need now is blood and weird creatures xD

Subject: Re: New Shaders
Posted by ErroR on Tue, 23 Jun 2009 16:31:15 GMT
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Xena wrote on Tue, 23 June 2009 18:52u should make the game like f.e.a.r.
u got the shadows, all we need now is blood and weird creatures xD
yea... i think this fits
Toggle Spoiler

Subject: Re: New Shaders
Posted by Jeroenganges on Tue, 23 Jun 2009 17:16:13 GMT
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This fits more:

Toggle Spoiler

Subject: Re: New Shaders
Posted by Xena on Tue, 23 Jun 2009 17:50:26 GMT
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someone should convert the weapons from F.e.a.r. 2 or 3
and the soldiers

---

and make the sbh alma o.o

Subject: Re: New Shaders
Posted by Jeroenganges on Tue, 23 Jun 2009 17:51:53 GMT
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Fear 3? 2 just came out. And I would love an SBH alma.

Subject: Re: New Shaders
Posted by Sir Kane on Tue, 23 Jun 2009 23:51:36 GMT
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That's nothing, but the same thing darker.

Subject: Re: New Shaders
Posted by slosha on Wed, 24 Jun 2009 00:04:42 GMT
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Xena wrote on Tue, 23 June 2009 12:50someone should convert the weapons from F.e.a.r. 2 or 3

and the soldiers
and make the sbh alma o.o
FEAR 2 is a waste... I can't wait to pawn it.

Subject: Re: New Shaders
Posted by DeathC200 on Sat, 27 Jun 2009 15:56:37 GMT
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hmm ???

Subject: Re: New Shaders
Posted by OWA on Tue, 14 Jul 2009 01:00:43 GMT
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Sir Kane wrote on Wed, 24 June 2009 00:51That's nothing, but the same thing darker.

Subject: Re: New Shaders
Posted by cmatt42 on Tue, 14 Jul 2009 01:27:58 GMT

That word... you keep using it. I don't think it means what you think it means.

Subject: Re: New Shaders
Posted by Xena on Tue, 14 Jul 2009 04:39:39 GMT

maybe he uses if because of shaders.dll

Subject: Re: New Shaders
Posted by mrÃ£Ã§Ä·z on Tue, 14 Jul 2009 10:29:07 GMT

I dont use Shaders.dll, i should take another Video of my Shadows and Lights then you guys see what i mean.

Subject: Re: New Shaders
Posted by LiL KiLLa on Tue, 14 Jul 2009 10:42:17 GMT

Lights.

Yes you should.

Subject: Re: New Shaders
Posted by TeamWolf on Wed, 15 Jul 2009 09:09:46 GMT

If you are going to make it like that, at least edit the barracks lights to have lamp shaders or something that directs the light directly downwards. Then that would look like that, not when the lights are on the ceiling and projecting 180o light around the room.

Subject: Re: New Shaders

Posted by mrÃ£Ã§Ä·z   on Wed, 15 Jul 2009 14:11:43 GMT

The Shaders work on this way:

When i enter a darked zone then it will change some Light and shadow settings a bit darker.

When i look to sun or when im entering a bright zone then my bloom will be more heavyer and the color correction also starts then to get a little darker

---

Subject: Re: New Shaders
Posted by Havoc 89 on Tue, 21 Jul 2009 01:48:47 GMT

I'm all up for Ambient Occlusion but this is too exaggerated. You should focus it more so in the corners and areas where light would struggle to reach. Especially when it comes to indoor lighting.

One thing to remember when it comes to indoor lighting is that light bounces everytime it comes into contact with an object. Basic physics would be "Angle of incidence is equal to angle of reflection". However this is not the only case. When ever light comes into contact with a surface, essentially that spot becomes a very subtle light source and it will reflect some light off in every possible direction.

One example that can explain this is would be turning on a lamp at night in your bedroom. If you turn on a lamp in an unlit room, you will essentially be able to see the entire room. Again this is because light will bounce multiple times in every direction. The reason why corners become less lit is because there would be less amount of light rays that are bouncing to reach the corner. This is called Ambient occlusion and is great for adding realism to anything.

I'm sure you guys have seen clay renders. Those are all based on ambient occlusion.

 http://www.free3dtutorials.com/userimages/caligrapha/psycho_mom_modeling/ClayRender01.jpg

Also try reducing the bloom spread to 10%, and the bloom intensity to about 50%. That would give it less of a heavenly glow and more a realistic effect. Right now the heavenly glow and dark environment really do contradict with one another.