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Subject: Vertex solve question

Posted by [jonwil](#) on Tue, 10 Feb 2015 05:37:44 GMT

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Can anyone tell me what the "check occlusion" checkbox for vertex solve does?

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Subject: Re: Vertex solve question

Posted by [Mauler](#) on Tue, 10 Feb 2015 07:42:24 GMT

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I'm no expert but it seems to affect the way the level lighting is processed on the mesh.. Having no occlusion can result in odd lighting and light bleeding.. Having occlusion renders the lighting and is more uniform and mostly fixes up the issues I stated above...

Again I'm no expert and if anyone else has more info please correct me...besides that I always build my level lighting with occlusion enabled..

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Subject: Re: Vertex solve question

Posted by [dblaney1](#) on Tue, 10 Feb 2015 23:44:29 GMT

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I think it checks for whether light is blocked by other objects. Like say inside a tunnel etc. I always build with occlusion enabled as well.

Edit:

Yup just looked up ambient occlusion. In computer graphics, ambient occlusion is a shading and rendering technique used to calculate how exposed each point in a scene is to ambient lighting.

Its only regular occlusion in renegade, so it checks how exposed it is to the light vertices most likely, aka if something is blocking the light.

Quote:In computer graphics, ambient occlusion is a shading and rendering technique used to calculate how exposed each point in a scene is to ambient lighting

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Subject: Re: Vertex solve question

Posted by [danpaul88](#) on Thu, 12 Feb 2015 10:24:31 GMT

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Indeed, in my experience with LE it seems that ambient occlusion just checks for objects between the light source and the surface being lit. When you don't check this box everything basically gets lit as if there was nothing between it and the sun / light source.

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