Subject: Couple Of Questions
Posted by Sanada78 on Thu, 06 Nov 2003 18:24:18 GMT
View Forum Message <> Reply to Message

I have a few questions on things that have left me wondering for a while...

1. Shadow Mesh

I've noticed that when you import objects from official Westwood W3D files, you get a shadow mesh in most/all of the infantry and vehicles. Also, the Mammoth Tank that Westwood provided contains the shadow mesh in the lowest LOD level (.03).

What exactly does this mesh do? I've tried it on models and then removed it but it doesn't change anything. I'd of thought it was for lighting or something but I haven't noticed anything different on the models when using then in a map.

2. Building Destruction Appearance

Only in Westwood maps do the buildings look all "burnt" when destroyed. At first, I thought a script did this (maybe it still does), but I haven't found anyway to do it in a mod map.

Is this a function that isn't possible with the tools we have to use? I've never seen it done in any other non-official map.

Subject: Couple Of Questions
Posted by Aircraftkiller on Thu, 06 Nov 2003 19:08:36 GMT
View Forum Message <> Reply to Message

The "shadow mesh" is a low polygon invisible mesh which creates the shadowing for your vehicles. You check off the Shadw option in the W3D export utility and make sure to have it checked on Hide. With shadows turned on, you will see why the mesh is there.

The Lightscape tool and the proprietary Max W3D plugin are what created the shadowing for standard levels in Renegade. That same shadowing created the "dead look" for structures. Doing that is impossible as it requires a custom WLT file along with the Max tool and the Lightscape program.

There is a workaround, but it isn't the same thing - it requires adding new building aggregrates to a structure, which is almost pointless as the effect is so minute that it doesn't matter.

Subject: Couple Of Questions
Posted by Sanada78 on Thu, 06 Nov 2003 19:48:50 GMT
View Forum Message <> Reply to Message

Thanks for answering my questions.