
Subject: Aircraftkiller: Lightscape?

Posted by [Blazer](#) on Tue, 25 Mar 2003 21:05:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

I know that the WS levels have lightscape rendering in them. I have a friend back home who has a legit copy of Lightscape that he only used once. So, if I had Lightscape, could I use it to render lighting effects for a map and import it?

Is lightscape what gives effects like the glow of the PTs on the floor in the powerplant, etc?

Okay let me clarify:

1. What exact effects did WS add with Lightscape?
2. Do you see any reason that I cannot use Lightscape myself to create similar effects for my own map?

This is all just hypothetical...Im not even working on a map yet, but the idea crossed my mind.

Anyone else who knows about this feel free to respond...lets keep sheer speculation to a minimum though please.

Subject: Aircraftkiller: Lightscape?

Posted by [Aircraftkiller](#) on Tue, 25 Mar 2003 21:15:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

Can't be used. You need the Max plugin of W3D to be able to work with Lightscape at all in Max with W3D. It creates all the radiosity data in the map then spits out a bunch of lightmaps. The W3D tool compresses the lightmaps into smaller lightmaps until they're all compressed totally like they are in the mix files of the Westwood maps. After it does all that, it applies the lightmaps properly to the terrain assuming you haven't moved any vertices around.

Lightscape generates radiosity, or lighting, data for the maps - everything in the Westwood maps have radiosity data. The tint of the ground, the shadows the mountains make, the glow the lamps make on the floor, that's what it does. Lightscape generates a rather amazing effect -- with skill, you can turn a Max scene into an ultra-realistic render using it.

Subject: Aircraftkiller: Lightscape?

Posted by [Blazer](#) on Wed, 26 Mar 2003 08:09:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hmmm okay thats good info. Assuming I can get my friends copy of lightscape, I just need a MAX W3D plugin? Does such a beast exist?

Subject: Aircraftkiller: Lightscape?
Posted by [Aircraftkiller](#) on Wed, 26 Mar 2003 10:21:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

No, not outside of Electronic Arts.

Subject: Aircraftkiller: Lightscape?
Posted by [Sir Phoenixx](#) on Wed, 26 Mar 2003 13:34:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Would it be possible to get the max w3d plugin from EA? Because I have max, and would like to work in there instead of gmax.

Subject: Aircraftkiller: Lightscape?
Posted by [Cept](#) on Wed, 26 Mar 2003 13:44:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

just make it in max export it as a 3ds file (or whatever its named) and then import it in gmax, thats what i do

Subject: Aircraftkiller: Lightscape?
Posted by [Sir Phoenixx](#) on Wed, 26 Mar 2003 13:54:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Um, no...

I'd like to eliminate the extra unneeded step.

Subject: Aircraftkiller: Lightscape?
Posted by [Ingrownlip](#) on Thu, 27 Mar 2003 00:34:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

It is possible without Blazer. :lookround: :twisted:

Subject: Aircraftkiller: Lightscape?
Posted by [SomeRhino](#) on Thu, 27 Mar 2003 01:07:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ingrownlipt is possible without Blazer. :lookround: :twisted:

What? Do you know how to export lightmapping to W3D now?

Subject: Aircraftkiller: Lightscape?

Posted by [LTKirovy](#) on Thu, 27 Mar 2003 01:30:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Can someone tell me what a mpa with this stuff in would look like, in terms of visual pleasure?
