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Subject: Shadow Projection Tutorial

Posted by [Anonymous](#) on Sun, 02 Feb 2003 17:26:00 GMT

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I have made a picture tutorial on how to make dynamic moving shadows for use in modding Renegade. What's that you say? -- Remember in the Nod SP Powerplant? The ceiling fans had a moving shadow under them that would go on you as it moved? --- I have sent the file to Dante for inclusion into the RenHelp file. He will also host it when he can. Have fun with it - i made shadows for trees move - for a small building - and for other moving things. (my chopping blade trap looks sweet!) add's some nice touches of realism to the game. StoneRook out (for the rest of the week - another buisness trip -- ahhhhhhh)

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