Subject: Custom Lightmaps
Posted by Anonymous on Fri, 31 Jan 2003 17:40:00 GMT
View Forum Message <> Reply to Message

Since I've had nothing to do these past few days, I've decided to look into seeing which way the shadows could be implemented into custom maps. After lots of trashed files, I've been able to produce custom lightmapping. It's a pretty simple concept, but it's hard to map correctly. When I figure out the best way to map the lightmaps, I'll release a tutorial. Here are the screens for now though. Screen A Screen B Screen C It's still a bit sketchy, but leave your thoughts.