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Subject: Lighting

Posted by [Anonymous](#) on Thu, 30 Jan 2003 18:19:00 GMT

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after placing your lights around, you can use the default lighting "Lightscape Imported" but make Temps and then setting their colors to what you want them to be. Click on "Lighting" then click on "Compute Vertex solve" then check the box "check Occulsion" then click "OK"

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