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Subject: Emmissive

Posted by [SomeRhino](#) on Fri, 28 Mar 2003 13:41:23 GMT

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On the material, change the "emmissive" light color. Remember though, any light brighter than RGB 0 0 0 in the emissive box will prevent other lights from acting upon it. Because of this, you can make dark objects by setting the emissive lighting darker.

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