Subject: Re: How renegade 2 would have looked
Posted by Blazea58 on Thu, 01 Sep 2005 23:08:13 GMT

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PiMuRho wrote on Wed, 31 August 2005 14:33
As for making Renegade look like Doom3 - not a chance. Not unless you somehow manage to add full dynamic lighting to the engine.

Well yea i don't quite know about lighting, but im sure its pretty flexible within this engine. I myself still have alot to learn about setting up textures properly or lights, but im almost positive creating the genuine look of Doom3 in this engine can be done.

For the last few days ive been making a demo for myself to see if i can possibly create the effects used in doom, but as of now it is pretty hard to setup bump mapping and reflections right.

This is just a thing i did for fun using the w3d engine , so dont expect to see this as a map any time soon because it was mainly a test and is also 12,000 polygons.

Ok now i know the textures aren't the best, but this is just to show that making it look somewhat like higher end games really isen't impossible, but lighting the scene as doom would have i guess couldn't be done.