Subject: Re: Faked "Lightmap" Creation in 3D Studio Max - A Tutorial
Posted by Daze on Mon, 19 Dec 2005 12:55:53 GMT
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Whether or not it's a pretty obvious and/or simple technique (that takes a while nevertheless), the point is it makes Reborn's stuff look good.

Besides Aircraftkiller, wasn't it you who went and traded something like 4 (around that range) unreleased Renegade models or something, in exchange for a modified Dazzle.ini, which involved copying and pasting a bit of code here and there, in order to make some goofy looking blood spatters and vehicle lights show up in Renegade?

For simply moving some code around in a small ini file, making lights work and stuff is pretty good anyways though. Shows how some small simple stuff can still make for some pretty bloody cool results.