Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Thu, 15 May 2003 18:23:50 GMT
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Found Rhino's lightmap tutorial btw. Unfortunately for the complexity of haunted house 2, doing lightmaps his way would be very time consuming and extremely hard to do.

Maybe if I do another mostly-exterior map, but for an interior map like haunted house 2, there's just too much work involved - something like 25-30 total rooms (including tunnels and whatnot), most with multiple lights, that I'd not only have to do the ground lighting for, but the shadows on the walls as well. That's something like 60 different images for the lights (and I couldn't really just copy shadows here and there because of the multiple lights in the map). It would take weeks to do perfectly and would probably increase the size of the map by another meg or two - and it's already over 2 megs as it is.

It's not a huge problem though - I think I can still have the feel and cold dark lighting of the first haunted house, and maybe even better.