Subject: Edges Cause Lighting Problems Posted by JRPereira on Sun, 18 May 2003 01:02:34 GMT View Forum Message <> Reply to Message

again, i think you should try the smooth modifier - in gmax/renx

hopefully it'll smooth out the surface normals and the lighting will be much smoother and better looking. I have some places in haunted house v2 that really benefit from it.

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