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Subject: How to make 3d looking lights?

Posted by [Di3HardNL](#) on Thu, 28 Feb 2008 18:43:33 GMT

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I want to make good looking lights 3d in RenX.

What i normally do is making a plane from 1x1x1 and add the settings that a flashlight needs, but that turns out 2d because its just a simple plane. I tried cloning it, and then collaps it horizontal, but it still don't look how i want.

This is what I can make (for example what i tried for this harv) ->

This is what I would like to make by myself, and i may can if someone helps

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