Subject: natural Ren lighting
Posted by Distrbd21 on Thu, 21 Jan 2010 00:29:57 GMT
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Does anyone know how to can block that out of my map?

I have tryed using 3ds max 8, renx, and gamx.

I have been trying to block it out so on my map it will not cast shadows, and so its dark as fuck so you can't see that far ahead of you.