
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Fri, 10 Jun 2011 22:22:56 GMT

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Here's the Adv. Comm Center interior light mapped inside of W3D Viewer. Light mapping in Renegade is such a pain in the dick. I came over from using UDK's oh-so-easy lighting tools with automatic unwrapping only to remember that Renegade is a different beast and requires a lot of extra work for no good reason. I also ended up going into Photoshop and using my tablet to paint in some fill lighting where the auto-unwrap in Max 8 was screwing things up.
