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Subject: W3d sun

Posted by [Aircraftkiller](#) on Sat, 29 Nov 2003 01:17:56 GMT

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That was done through Lightscape and the 3DS W3D tool. It is not possible to generate that kind of lighting through gMax.

The "custom lightmaps" is a joke. It requires an enormous amount of effort for a mainly ineffective radiosity solve, without any true calculations on lighting.

Vertex lighting is more realistic than the "custom lightmaps" are, depending on how you generate your terrain.

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