Subject: Specular!
Posted by Deactivated on Fri, 21 May 2004 19:31:50 GMT
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With some research I have done, I have successfully manage to get Specular lighting mode to work properly.
Here is an example of SAM Site with "Steel" settings:

Subject: Specular!
Posted by NeoX on Fri, 21 May 2004 19:44:12 GMT
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OMFG there is a god and that man is Seaman! Good job bro looks awsome!

Subject: Specular!
Posted by Aircraftkiller on Fri, 21 May 2004 19:58:31 GMT
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How did you do that? It's interesting, but overboard.

Subject: Specular!
Posted by Sir Kane on Fri, 21 May 2004 20:00:50 GMT
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Why not post an ingame screenshot?

Subject: Specular!
Posted by Nodbugger on Fri, 21 May 2004 20:40:42 GMT
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Silent KaneWhy not post an ingame screenshot?

because .w3d view is what it will look like ingame.

And that looks awesome. What other settings are there?

Subject: Specular!
Posted by Ferhago on Fri, 21 May 2004 20:50:16 GMT
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Shinee

Subject: Specular!
Posted by smwScott on Fri, 21 May 2004 21:00:50 GMT
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Very nice, excellent work.

Subject: Specular!
Posted by Titan1x77 on Fri, 21 May 2004 21:17:56 GMT
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Care to share this with the rest of us?

Subject: Specular!
Posted by Spice on Fri, 21 May 2004 21:39:31 GMT
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Hmm that looks great .... It looks like it should. How did you do that   I havent experimented with Lighting too much , but I would want to know how to do that.

Subject: Specular!
Posted by icedog90 on Fri, 21 May 2004 21:41:00 GMT
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The texture still looks distorted.

We would like to know how you added specular, though.

Subject: Specular!
Posted by Deactivated on Sat, 22 May 2004 08:48:48 GMT
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Golden Mammoth Tank:

The road to enlightment is W3D Viewer Metals.ini and Material Editor in Gmax.

Subject: Specular!
Posted by htmlgod on Sat, 22 May 2004 10:28:15 GMT
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Interesting, but it doesn't seem very useful. This is just an opinion, of course, but the specular lighting mode doesn't look very realistic. Particularly on the mammoth, the texture just looks fluorescent. Same at the base of your SAM (the one with the distorted texture   ), it just doesn't look natural.

Subject: Specular!
Posted by Slash0x on Sat, 22 May 2004 15:55:31 GMT
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Lol, so cool and yet so simple. Good job! KUDOS!!!

Subject: Specular!
Posted by ericlaw02 on Sat, 22 May 2004 16:12:38 GMT
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Good job!

Subject: Specular!
Posted by Mad Ivan on Sat, 22 May 2004 16:18:05 GMT
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good job!now do the "Sillhouette" Stage X Mapping Type

Subject: Specular!
Posted by Aircraftkiller on Sat, 22 May 2004 16:35:25 GMT
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[Metal00]
; "Steel"
AmbientColor=112,112,112
DiffuseColor=112,112,112
SpecularColor=229,229,229
Shininess=15.0

[Metal01]
; "Purple Metal"
AmbientColor=165,112,175
DiffuseColor=165,112,175

SpecularColor=229,229,229
Shininess=10.0

[Metal02]
; "Gold"
AmbientColor=224,155,81
DiffuseColor=224,155,81
SpecularColor=218,195,166
Shininess=20.0

None of them work with the settings you provided.

Subject: Specular!
Posted by ericlaw02 on Sat, 22 May 2004 16:38:47 GMT
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Thats why I tested it before with an building I made and it won't work....

Subject: Specular!
Posted by Deactivated on Sat, 22 May 2004 18:41:42 GMT
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Remember to enable Sec Gradient in Material Editor>Shader settings.

Subject: Specular!
Posted by Mad Ivan on Sat, 22 May 2004 19:16:12 GMT
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ahhh!Sexy!

Subject: Specular!
Posted by ericlaw02 on Sun, 23 May 2004 14:59:45 GMT
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SeaManRemember to enable Sec Gradient in Material Editor>Shader settings.

Works now

Subject: Specular!
Posted by cowmisfit on Sun, 23 May 2004 15:08:49 GMT

that mamy is freakin crazy, GREAT JOB DUDE!!!

Subject: Specular!
Posted by Deactivated on Sun, 23 May 2004 15:35:33 GMT

cowmisfit that mamy is freakin crazy, GREAT JOB DUDE!!!

Um... It's just the Renegade Mammoth Tank with specular effect applied.

Subject: Specular!
Posted by vloktboky on Sun, 23 May 2004 16:39:45 GMT

That's quite excellent, SeaMan. You seem to be finding a lot of these hidden settings.

Subject: Specular!
Posted by cowmisfit on Sun, 23 May 2004 16:42:50 GMT

yea but it looks coola ss hit

Subject: Specular!
Posted by ericlaw02 on Sun, 23 May 2004 16:45:35 GMT

vloktbokyThat's quite excellent, SeaMan. You seem to be finding a lot of these hidden settings.

Yeah, i think so too.

Subject: Specular!
Posted by Doitle on Sun, 23 May 2004 22:57:03 GMT

Wow man nice work! That looks so cool... Here I was trying to do like a shiny turbulent sea at night...

Subject: Specular!
Posted by Nodbugger on Sun, 23 May 2004 23:10:36 GMT
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Doitle got it to work but ack could not...lol.

Subject: Specular!
Posted by Try_lee on Sun, 23 May 2004 23:22:30 GMT
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Wow... to me that actually looks like moonlight reflecting from a dark, remote landscape!
I can't wait to see what other new effects can be created with this new thingy.

Subject: Specular!
Posted by Doitle on Sun, 23 May 2004 23:27:30 GMT
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It could be anything, since the texture of the water is not real visible... It is limited by your
imagination and the FCC.

Subject: Specular!
Posted by Slash0x on Sun, 23 May 2004 23:42:46 GMT
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I think it depends on your video card...only some see it.

Subject: Specular!
Posted by Doitle on Mon, 24 May 2004 00:16:58 GMT
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Your imagination, your video card and the FCC... There we go. Seriously though awesome work
seaman this is very cool.

Subject: Specular!
Posted by Doitle on Mon, 24 May 2004 03:57:09 GMT
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Wow you got me all inspired to try new stuff... So I was able to make a specular teapot with a
second texture that has an alpha map to go over it and blend. I dunno what the use could be but I
was like whoah!

This effect was acheived by using these settings:

and

Enjoi

Subject: Specular!
Posted by Doitle on Mon, 24 May 2004 04:13:35 GMT
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Whoah! Also Check this out! SCARY ECTOPLASMIC GHOOOOOOOOOOST POT!!!!!!!!!1!1!!

Subject: Specular!
Posted by Deactivated on Mon, 24 May 2004 14:44:20 GMT
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DoitleWhoah! Also Check this out! SCARY ECTOPLASMIC GHOOOOOOOOOOST
POT!!!!!!!!!1!1!!
http://www.n00bstories.com/image.fetch.php?id=1079648453

LOL
That's awesome.

Subject: Specular!
Posted by Mad Ivan on Mon, 24 May 2004 14:59:35 GMT
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nice effects
I like the moon-light-hitting-water effect

Subject: Specular!
Posted by icedog90 on Mon, 24 May 2004 23:10:54 GMT
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Thanks SeaMan for showing us, I appreciate it.

Now I know how to make windows and reflective material shine a lot easier than the ways I've tried, which, my way doesn't work very effective and has weird bugs.

Subject: Specular!
Posted by Jaspah on Mon, 24 May 2004 23:48:41 GMT
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Awsome... Renegade is one step closer to looking like something like Halo.

Subject: Specular!
Posted by Madtone on Tue, 25 May 2004 00:02:10 GMT
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Maybe try appending this feature to soldiers helmets an goggles, know what i mean?

goes back to his hole