Subject: Shadow Projection Tutorial
Posted by Anonymous on Sun, 02 Feb 2003 17:26:00 GMT
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I have made a picture tutorial on how to make dynamic moving shadows for use in modding Renegade.What's that you say? -- Remember in the Nod SP Powerplant? The ceiling fans had a moving shadow under them that would go on you as it moved? ---   I have sent the file to Dante for inclusion into the RenHelp file.He will also host it when he can.Have fun with it - i made shadows for trees move - for a small building - and for other moving things. (my chopping blade trap looks sweet!)add's some nice touches of realism to the game.StoneRook out (for the rest of the week - another buisness trip -- ahhhhhhh)

Subject: Shadow Projection Tutorial
Posted by Anonymous on Sun, 02 Feb 2003 18:04:00 GMT
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Sweet! Thanks for all the hard work!

Subject: Shadow Projection Tutorial
Posted by Anonymous on Sun, 02 Feb 2003 19:43:00 GMT
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kool...cant you show us that picture?

Subject: Shadow Projection Tutorial
Posted by Anonymous on Mon, 03 Feb 2003 01:24:00 GMT
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Doh!of course -- here ya go~Result after following tutorialhttp://www.n00bstories.com/image.fetch.php?id=1637563831how it looks in the Nod SP PP-http://www.n00bstories.com/image.fetch.php?id=1653461827

Subject: Shadow Projection Tutorial
Posted by Anonymous on Sat, 08 Feb 2003 04:56:00 GMT
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i'm backkkkkkkkkkkkk.anyway - the tutorial passed inspection (meaning - someone other than me can follow it) - and Dante will be putting it in RenHelp 2.0 - i'm doing it this way - (in RenHelp) to keep the versions up to date - (only one location to update)so - as soon as Dante get's it out - you will have it..Next Tutorial - one on how to make moving cpu displays.... [February 08, 2003, 04:57: Message edited by: StoneRook]

Subject: Shadow Projection Tutorial
Posted by Anonymous on Sat, 08 Feb 2003 10:14:00 GMT
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! He's back!   How was the trip?And what are you doing with CPU displays?

Subject: Shadow Projection Tutorial
Posted by Anonymous on Sat, 08 Feb 2003 10:38:00 GMT
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I can host it for you

Subject: Shadow Projection Tutorial
Posted by Anonymous on Sat, 08 Feb 2003 13:39:00 GMT
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quote:Originally posted by Ingrownlip: ! He's back!   How was the trip?And what are you doing with CPU displays?done - it was simply just two uvw's --on turned to 90 degrees - and rotated.writing up a quick one tutorial.

Subject: Shadow Projection Tutorial
Posted by Anonymous on Sat, 08 Feb 2003 19:16:00 GMT
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vertex material screen tutorial done - given to Dante for renhelp...