
Subject: Lightmap Cast Shadow Tutorial
Posted by [Anonymous](#) on Tue, 04 Feb 2003 16:28:00 GMT
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<http://mods.cncrenegade.com/somerrhino/lmtutorial.html>

Subject: Lightmap Cast Shadow Tutorial
Posted by [Anonymous](#) on Tue, 04 Feb 2003 17:03:00 GMT
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Very good.

Subject: Lightmap Cast Shadow Tutorial
Posted by [Anonymous](#) on Tue, 04 Feb 2003 17:31:00 GMT
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That is some good info. Good luck guys! Pretty hard huh SomeRhino...

Subject: Lightmap Cast Shadow Tutorial
Posted by [Anonymous](#) on Tue, 04 Feb 2003 17:58:00 GMT
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quote:Originally posted by Ingrownlip:...Pretty hard huh SomeRhino...Is that meant as "I've had to do similar to that," or as in "Hahaha, you do it the super-hard way!""? Just curious...

Subject: Lightmap Cast Shadow Tutorial
Posted by [Anonymous](#) on Tue, 04 Feb 2003 18:00:00 GMT
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**** ... that looks sweet.gj

Subject: Lightmap Cast Shadow Tutorial
Posted by [Anonymous](#) on Tue, 04 Feb 2003 18:02:00 GMT
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No, it was about the same way. =S

Subject: Lightmap Cast Shadow Tutorial

Posted by [Anonymous](#) on Tue, 04 Feb 2003 21:39:00 GMT

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That's great stuff!

Subject: Lightmap Cast Shadow Tutorial

Posted by [Anonymous](#) on Wed, 05 Feb 2003 14:34:00 GMT

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Subject: Lightmap Cast Shadow Tutorial

Posted by [Anonymous](#) on Wed, 05 Feb 2003 20:09:00 GMT

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Very nice, i was just thinking, is this is how WS did it? if so, shouldnt that mean that the grey scaling might already be done in the "always.dat"?But of that would be cheating I suppose.

Subject: Lightmap Cast Shadow Tutorial

Posted by [Anonymous](#) on Wed, 05 Feb 2003 21:18:00 GMT

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Unfortunately, that's not how Westwood did it. Westwood used an expensive program called Lightscape to do it. Basically, from what I can gather, you make the 3d model then run it through an exporter which generates a lightscape input file. The lightscape input file is run through lightscape and generates a lightscape solutions file (that's what the pwr_int.ls file in buildings.zip under the GDI power plant is, it's the lightscape solutions file). Then, you run this back through a converter and some stuff and you end up with a w3d file containing special lightmapping chunks (PRELIT stuff I think), a wlt file containing lights and some special lightmapping textures (that's what the wierd textures with names like pwr_int_lm002+*.dds are for). Speaking of the GDI power plant interior, I am going to try and see if it can be made usable without throwing away the lightmapping.

Subject: Lightmap Cast Shadow Tutorial

Posted by [Anonymous](#) on Wed, 05 Feb 2003 21:29:00 GMT

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It never had the lightmaps included in the pwr_int+ folder.
