Subject: Advanced Lighting
Posted by Burn on Fri, 08 Feb 2008 03:39:16 GMT

Hey guys,

I haven't made a map in like... a year, and for some reason I got really interested in making another one again. I want to take my time on this one and make it look really really good.

I noticed a lot of my maps are decent but the lighting is always horrible. I have no idea how to do proper lighting. I've done some poking around and found a nice "VIS Blocker - Make Proper Lighting" tutorial, but it didn't show me how to do the lighting itself.

Is there any tutorial out there that will help me make some nice lighting? Do I have to do all the lighting in LevelEdit and completely guess on what it will look like, then do Compute Vertex Solve, or is there a much easier way of doing it? It would be really awesome if I could somehow do it in RenX, but I'm not sure if that's possible.

To make a long story short, can someone help me with my lighting please?!?! Ideally, I'd like to make and edit lighting at runtime (get a live preview of what it will look like.)

That would be freakin' awesome. Thanks in advance!!

Burn

Subject: Re: Advanced Lighting
Posted by nopol10 on Fri, 08 Feb 2008 04:30:49 GMT

Editing the lighting at runtime is not possible...(yet?)
To get good lighting, increase the segments of your objects though if you pass a certain limit LE won't load it. Follow everything in that tutorial and you should be able to do things right. (That tutorial makes use of Compute Vertex Solve and no other method.)

Subject: Re: Advanced Lighting
Posted by IronWarrior on Fri, 08 Feb 2008 12:57:00 GMT

If you gonna get back into mapping, then please help Reborn by making new maps for the mod.

Request by Reborn for fan-made maps.
 http://www.renegadeforums.com/index.php?t=msg&th=27322&start=0&rid=3 790

Reborn forum.
http://cncreborn.planetcnc.gamespy.com/forumreborn/index.php

Subject: Re: Advanced Lighting
Posted by Burn on Fri, 08 Feb 2008 23:20:19 GMT
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Thanks for the help!

I think I will contact them and maybe send them this new map I'm making. I'll see what I can do.