Subject: Reflective dazzle
Posted by nopol10 on Wed, 19 Dec 2007 03:20:58 GMT

Have a look at the screenshots:

As you can see, the dazzle on the beacon is also visible when it is over the shadow of the character.
Why does this happen?

2nd question:
How do you get the tone mapping shader to work? I've tried adding it to the BloomStacked sceneshader with a UID of 1 but it crashes the game

File Attachments
1) ScreenShot84.png, downloaded 552 times

2) ScreenShot83.png, downloaded 544 times

NW

EVA

+100
100

Nopol

Credits: 99129

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Nuclear Strike B