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Subject: W3d sun

Posted by [General Havoc](#) on Fri, 28 Nov 2003 21:27:48 GMT

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You can just use the "Compute Vertex Solve" on the lighting menu to generate lighting and it will create shadows if you check the "Check Occlusion" box before generating.

There was a tuorial about making the custome shadows, which was very impressive. It was on renhelp but it seems to have gone walkies, I'll see if i can track it down if you want to make your own shadows.

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