Subject: Texture lighting effect?
Posted by Spice on Sat, 29 Jan 2005 00:03:37 GMT
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Has anyone ever seen the lighting effects like on the bridges on metro or on Comm_Center_DM?

I really need just the matieral settings. It looks really good how it fades off into the plane.

Subject: Texture lighting effect?
Posted by Spice on Sat, 29 Jan 2005 00:16:20 GMT
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Light in this picture , The light coming off of the light:
http://www.renmaps.com/index.php?action=file&id=21

The light in the left of this picture:
http://www.renmaps.com/index.php?action=file&id=34

Subject: Texture lighting effect?
Posted by Aircraftkiller on Sat, 29 Jan 2005 00:39:39 GMT
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Find a dust texture. Make a cylinder that extends from the source of the light and have it expand as it extends further out. Give the material the additive shader, change the opacity to something like .50, and select the vertices at the end of the cylinder and turn their color to black.

Since additive takes a color and makes it brighter, black causes it to be transparent. Darker colors are more transparent, brighter colors cause more of a color dodge effect. Pure black is completely transparent, so the beam of light will look as if it was visible because of dust in the air.

Take the vertex material, change to Linear Offset, use VPerSec=0.09 and UPerSec=0.06 or something similar... This produces a slow moving effect for the dust, as if there is a slight wind in the air.

Subject: Texture lighting effect?
Posted by Spice on Sat, 29 Jan 2005 09:28:53 GMT
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Ahh thank you. It's working and looking wonderful. I've always loved this effect , Now I know how to do it.

Subject: Texture lighting effect?

Posted by Aircraftkiller on Sat, 29 Jan 2005 10:39:42 GMT
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Be sure to sprinkle a bit of Reborn sucks dust on your work after you're done. It's guaranteed to do what you want no matter what happens afterward.

Subject: Texture lighting effect?
Posted by Spice on Sat, 29 Jan 2005 11:51:31 GMT
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AircraftkillerBe sure to sprinkle a bit of Reborn sucks dust on your work after you're done. It's guaranteed to do what you want no matter what happens afterward.

hehe , I'll be sure to do that.

Subject: Texture lighting effect?
Posted by Kalo on Sat, 29 Jan 2005 14:15:26 GMT
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AircraftkillerBe sure to sprinkle a bit of Reborn sucks dust on your work after you're done. It's guaranteed to do what you want no matter what happens afterward.

So that's what you did to all the maps you made for Renegade? Good philosophy, i'll have to remember that.