
Subject: How to make 3d looking lights?

Posted by [Di3HardNL](#) on Thu, 28 Feb 2008 18:43:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

I want to make good looking lights 3d in RenX.

What i normally do is making a plane from 1x1x1 and add the settings that a flashlight needs, but that turns out 2d because its just a simple plane. I tried cloning it, and then collaps it horizontal, but it still don't look how i want.

This is what I can make (for example what i tried for this harv) ->

This is what I would like to make by myself, and i may can if someone helps

Subject: Re: How to make 3d looking lights?

Posted by [danpaul88](#) on Thu, 28 Feb 2008 18:45:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Actually they do have a texture, but your w3dviewer cant find the texture so it shows it with the missing texture texture.

Subject: Re: How to make 3d looking lights?

Posted by [Di3HardNL](#) on Thu, 28 Feb 2008 18:52:17 GMT

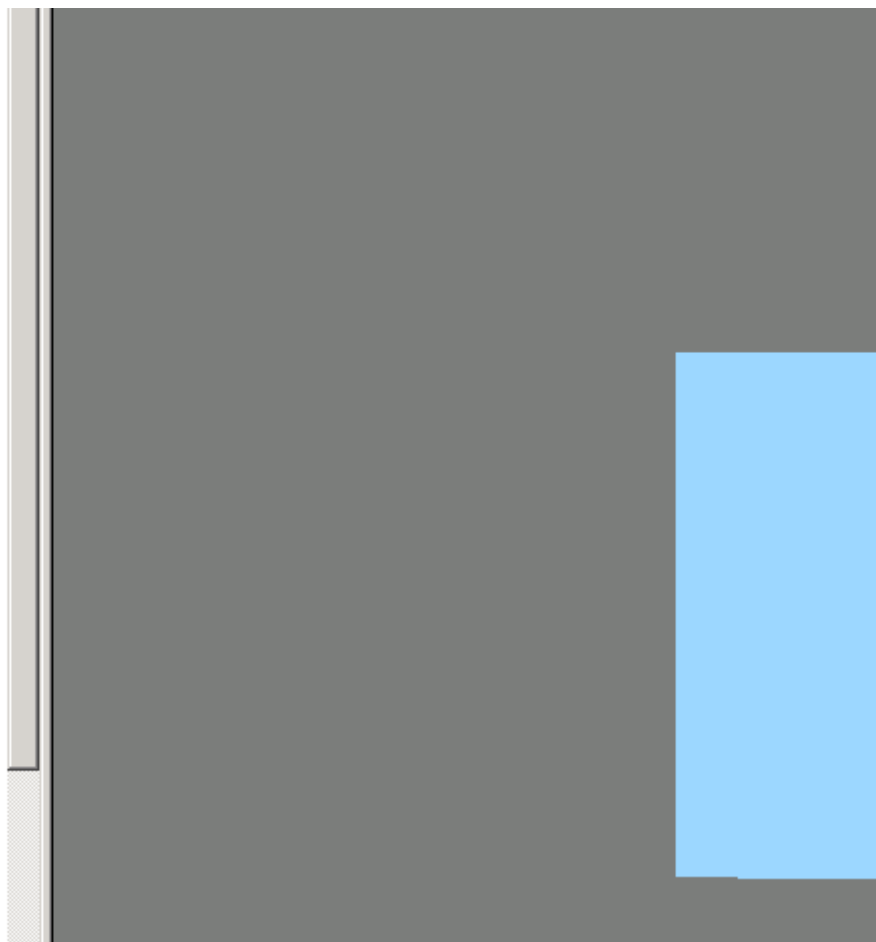
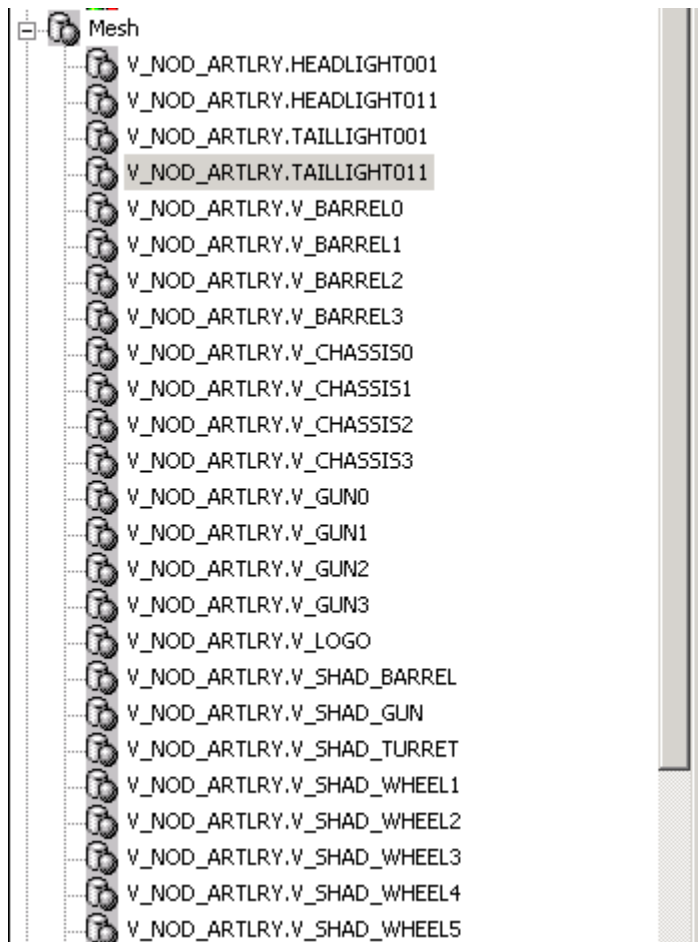
[View Forum Message](#) <> [Reply to Message](#)

But it isn't in the material-list for v_nod_artlry. I think its a mesh which can be givin a light in renx. but how?

edit; look in my (taillight) screenshot, the lights only have a simple blue plane

File Attachments

1) [taillight.PNG](#), downloaded 371 times



2) [Wherethen.PNG](#), downloaded 384 times

- Materials
 - !m00.tga
 - !m01.tga
 - !m02.tga
 - nodlogo.tga
 - v_nod_artillery.tga
 - v_tire_heavy2.tga
 - v_tread_double.tga
- Mesh
- Hierarchy
- H-LOD
 - V_NOD_ARTLRY**
- Mesh Collection
- Aggregate
- Emitter
- Primitives
- Sounds



Subject: Re: How to make 3d looking lights?
Posted by [Jerad2142](#) on Thu, 28 Feb 2008 18:58:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

You have to hide that dazzle probably, or dazzle isn't applied to it.

Subject: Re: How to make 3d looking lights?
Posted by [Di3HardNL](#) on Thu, 28 Feb 2008 19:05:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

whats the lightdazzles filename? is it just a box you need to make, give it the right name and set as aggregate?

Subject: Re: How to make 3d looking lights?
Posted by [Scrin](#) on Thu, 28 Feb 2008 19:32:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3 need to know how possible add dazzle front/back light into any new vehicle in RenX (all current ren vehicles have that light effect, but w3d viewer cant show material for it, so i have no idea how to make that lights working?)

Subject: Re: How to make 3d looking lights?
Posted by [Slave](#) on Thu, 28 Feb 2008 20:38:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

This was supposed to go in the flashing light tutorial that I never bothered making.

It's not exactly like the dazzle lights (dazzles have no w3d, just a texture that is put into a place via a bone). This way the light is part of the model, and gets smaller when viewed from a distance (dazzles stay the same size). This alinea really doesn't matter.

The epic journey starts with a plane. Press M, add a texture, and set the shader to add or screen.

When you've done that, edit the pivot. Rotate it around the green axis until the red arrow points up, away from your light.

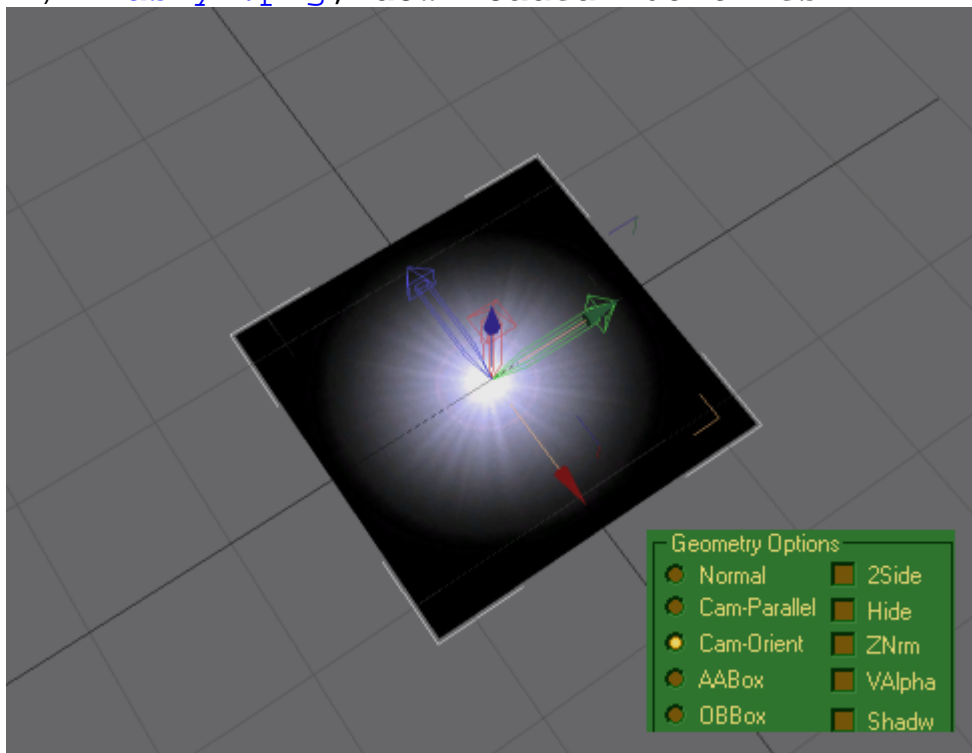
You now have something like this.

At w3d settings, pick cam-orient.

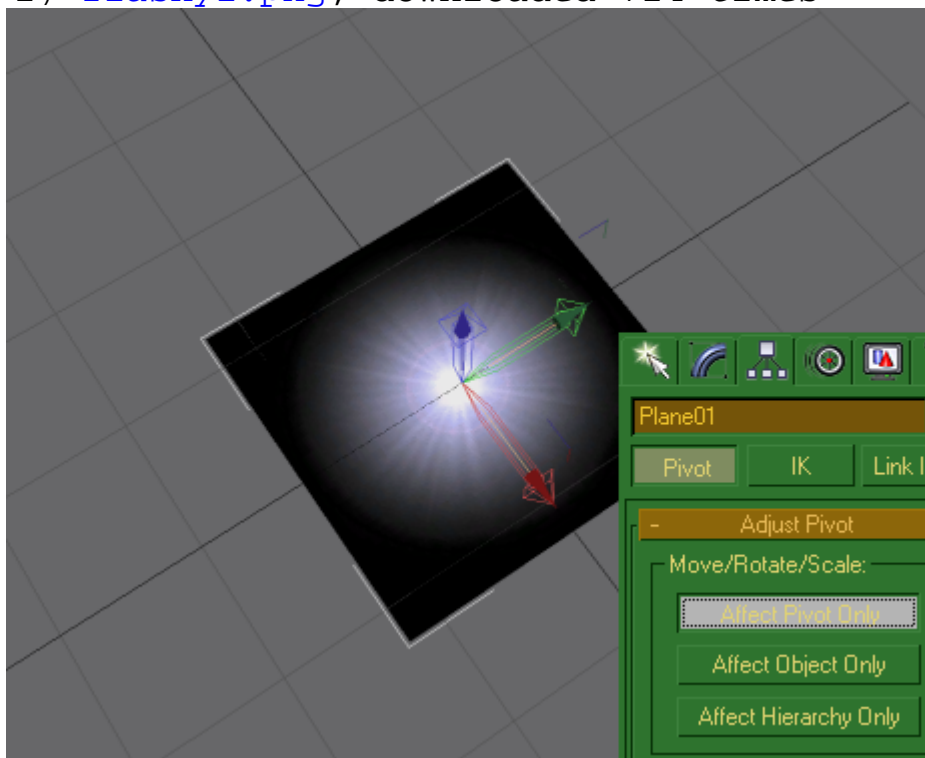
Export.
Profit.

File Attachments

1) [flashy2.png](#), downloaded 708 times



2) [flashy1.png](#), downloaded 724 times



Subject: Re: How to make 3d looking lights?

Posted by [Di3HardNL](#) on Thu, 28 Feb 2008 21:11:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

you did it again slave! thanks

File Attachments

1) [nice.PNG](#), downloaded 408 times



Subject: Re: How to make 3d looking lights?

Posted by [Scrin](#) on Thu, 28 Feb 2008 21:19:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Thu, 28 February 2008 15:11you did it again slave! thanks

Slave wrote on Thu, 28 February 2008 14:38This was supposed to go in the flashing light tutorial that I never bothered making.

It's not exactly like the dazzle lights (dazzles have no w3d, just a texture that is put into a place via a bone). This way the light is part of the model, and gets smaller when viewed from a distance (dazzles stay the same size). This alinea really doesn't matter.

The epic journey starts with a plane. Press M, add a texture, and set the shader to add or screen.

When you've done that, edit the pivot. Rotate it around the green axis until the red arrow points up, away from your light.

You now have something like this.

At w3d settings, pick cam-orient.

Export.
Profit.

Subject: Re: How to make 3d looking lights?

Posted by [mr£ÄŞÄ-z](#) on Thu, 28 Feb 2008 23:15:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

WTF Di3HardNL how fast are you making new Models

and Skins lol. All days you make 2000 new Skins lol.

Scrin too, you guys are Kickass skimmers lol!

Why dont you create your Own Total Conversion ?

Subject: Re: How to make 3d looking lights?

Posted by [Di3HardNL](#) on Thu, 28 Feb 2008 23:32:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

we are making some kind of yes i still try to work on my life tho, like 1 hour a day

Subject: Re: How to make 3d looking lights?
Posted by [Viking](#) on Fri, 29 Feb 2008 00:15:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

You have to set it so that the plane is perpendicular to the camera.

There is a setting for it in W3D Export settings.
