Subject: [Request] Tutorial for Bloom
Posted by crysis992 on Mon, 11 May 2009 09:48:08 GMT
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Hey,
have someone a tutorial for Bloom effects?
like this that Scrin use.. cant find one
i only found that: http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=111

but that is not that i search
or some other Tutorial for the Shader Database Editor

,
crysis992

Subject: Re: [Request] Tutorial for Bloom
Posted by marcin205 on Mon, 11 May 2009 13:00:41 GMT
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==1==

==2==

==3==

Subject: Re: [Request] Tutorial for Bloom
Posted by crysis992 on Mon, 11 May 2009 13:19:50 GMT
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marcin, i dont mean bloom in photoshop, i want a bloom tut via shaders for ingame

---

Subject: Re: [Request] Tutorial for Bloom
Posted by Scrin on Mon, 11 May 2009 15:16:01 GMT
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crysis992 wrote on Mon, 11 May 2009 08:19marcin, i dont mean bloom in photoshop, i want a
bloom tut via shaders for ingame
http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=111

Subject: Re: [Request] Tutorial for Bloom

Posted by mrÃ£Ã§Ä·z   on Mon, 11 May 2009 15:17:10 GMT

marcin205 wrote on Mon, 11 May 2009 08:00==1==

==2==

==3==

He ment something like this:

madrackz wrote on Sat, 09 May 2009 13:38Ehmmmmm found a nice source to fuck around with my current work,
check it out. (still needs some work & adjustment). Not a
Wallpaper but...

Preview 02:

Toggle Spoiler

But this is not done in SDBedit! its a new compiled d3d9.dll (works if you have Scripts 3.4.4

Subject: Re: [Request] Tutorial for Bloom
Posted by LR01 on Mon, 11 May 2009 16:02:59 GMT

It doesn't look like somebody is going to tell you how to...

Subject: Re: [Request] Tutorial for Bloom
Posted by nopol10 on Tue, 12 May 2009 03:01:05 GMT

Using sdbedit.exe, select "Open Scene Shader Database" and find sceneshaders.sdb.

You'll see something called BloomStacked in the bottom right list.
Select it, then click Edit Shader.

In the Dialog that pops up, look on the right list and select either one of these 3 to tweak your bloom settings:

Brightpass, BloomH, BloomV.

Once you select one, click Edit Shader at the bottom of that dialog.
For Brightpass, change the Luminance value. For BloomH and BloomV, change the "Bloom Scale" value. Click OK all the way till you are back at the main dialog.

Under File, select "Save Scene Shader Database" and overwrite sceneshaders.sdb.

Make sure sceneshaders.sdb is in your data folder. Run the game and see if you are satisfied with the result.

Subject: Re: [Request] Tutorial for Bloom
Posted by LiL KiLLa on Tue, 12 May 2009 05:20:50 GMT
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nopol10 wrote on Tue, 12 May 2009 05:01Using sdbedit.exe, select "Open Scene Shader Database" and find sceneshaders.sdb.

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That's a nice tutorial for all

For those who don't know where to get sdbedit here is it..
---->

File Attachments
1) sdbedit.exe, downloaded 196 times

Subject: Re: [Request] Tutorial for Bloom

Posted by mrÃ£Ã§Ä·z on Tue, 12 May 2009 10:32:20 GMT

nopol10 wrote on Mon, 11 May 2009 22:01Using sdbedit.exe, select "Open Scene Shader Database" and find sceneshaders.sdb.

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Thats what i did a long time ago, the only thing taht i got was only a blurry screen, already told it saberhawk but he was not interessted to take a look at it or help. So i started a new way...

Subject: Re: [Request] Tutorial for Bloom
Posted by MGamer on Tue, 12 May 2009 17:54:19 GMT

madrackz wrote on Mon, 11 May 2009 10:17marcin205 wrote on Mon, 11 May 2009 08:00==1==

==2==

==3==

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Wallpaper but...

Preview 02:

Toggle Spoiler

But this is not done in SDBedit! its a new compiled d3d9.dll (works if you have Scripts 3.4.4

that sucks

Subject: Re: [Request] Tutorial for Bloom
Posted by mrÃ£Ã§Ä·z   on Tue, 12 May 2009 18:02:41 GMT
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I think im gonna release it, or wait its a advantage? lmao

Subject: Re: [Request] Tutorial for Bloom
Posted by saberhawk on Wed, 13 May 2009 07:59:07 GMT
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madrackz wrote on Tue, 12 May 2009 06:32nopol10 wrote on Mon, 11 May 2009 22:01Using sdbedit.exe, select "Open Scene Shader Database" and find sceneshaders.sdb.

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Telling you to look at how the example bloom shader is hooked up is certainly not the same thing at not helping... As I had mentioned to you, bloom is a compound effect and not doing what the example bloom shader is doing will not get you the results you want.

Izual wrote on Mon, 11 May 2009 22:20nopol10 wrote on Tue, 12 May 2009 05:01Using sdbedit.exe, select "Open Scene Shader Database" and find sceneshaders.sdb.

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---->

finally thank you man for releasing sdbedit if you have wdump can you also release that thanks alot bro appreciate the awsome work for getting sdbedit for once i was actually gonna give up but no anymore so peace out bro thanks once again ^_^

---

wdump comes whit LE, ore do you mean something else?

Subject: Re: [Request] Tutorial for Bloom
Posted by nopol10 on Fri, 15 May 2009 23:52:46 GMT

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wdump can be found in Sourceforge, just search for rentools.

sdbedit.exe has always been inside scripts344.zip with all the other source files for scripts.