
Subject: A question about lights

Posted by [roszek](#) on Fri, 11 Nov 2011 22:03:50 GMT

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

I have been remaking one of my old maps, I had redid the bridge and added some lights but I can't seem to get them to look natural. I also want to add same type lights to a lift I made which is to carry inf across a tib waste ditch thingy.

I would appreciate any suggestions/tips.

I'll include screen shots so you can see what I mean:

As you can see the lights kinda suck

File Attachments

1) [Screenshot.4.jpg](#), downloaded 630 times



2) [Screenshot.5.jpg](#), downloaded 608 times



3) [Screenshot.3.jpg](#), downloaded 610 times



4) [Screenshot.1.jpg](#), downloaded 621 times



FPS =	56,	KBPS
Team		Score
0	GDI	0
1	Nod	0
Player		Score
1.	NONE-QMOP	0

5) [Screenshot.2.jpg](#), downloaded 606 times



Subject: Re: A question about lights

Posted by [kamuixmod](#) on Fri, 11 Nov 2011 22:20:21 GMT

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

really nice, alos if u mean how to make the elevator work, then pm me

Subject: Re: A question about lights

Posted by [roszek](#) on Fri, 11 Nov 2011 22:25:27 GMT

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

kamuixmod wrote on Fri, 11 November 2011 15:20really nice, alos if u mean how to make the

elevator work, then pm me

No the elevator works fine, I just want to add lights to its front and back that ya know; look natural. I just think the lighting effects should/can look better then they do. That's kinda all I'm wondering about.

Subject: Re: A question about lights
Posted by [liquidv2](#) on Sat, 12 Nov 2011 00:38:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

i think they're fine
then again i'm not ACK and i can't find something wrong with everything
the light acts how water coming out of a shower might

i thought this was about light tanks, i thought i could help
it turns out i cannot

Subject: Re: A question about lights
Posted by [Mauler](#) on Sat, 12 Nov 2011 01:08:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can try this method to make the lights on your lift.

Create a cone or cylinder. Apply the texture setting as follows,

Vertex Material Tab

Set Ambient,Diffuse,Specular to black and Emissive to whatever color you wish to emit

- Apply Linear Offset with,

UPerSec=0.02

VPerSec=0.03

Shader Tab

- Blend Mode

'Add'

Texture Tab

- Stage 0 Texture

I used Ref_Dust.tga for this

Apply the texture to your cone and use your desired UV coordinates. Now apply a vertex paint

modifier to your light mesh.

Now select the bottom vertices of your light cone and apply the black vertex paint. This will help blend your edge and make it look like the light is fading out from its light source. Make sure the mesh has '2-Sided' applied under W3D Tab.

There, once your done it will look like this.

Subject: Re: A question about lights

Posted by [roszek](#) on Sat, 12 Nov 2011 02:58:16 GMT

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

Thanks Mauler! That's the exact look I was thinking of for the lighting, I will give it a whirl when I have some free time. Hopefully I can pull of such a brilliant look.

Subject: Re: A question about lights

Posted by [roszek](#) on Sun, 13 Nov 2011 18:46:19 GMT

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

It came out much better! Thanks again Mauler.

Some screen shot to compare:

File Attachments

1) [Screenshot.1.png](#), downloaded 382 times



FPS =	60,	KBPS
Team		Score
0	GDI	0
1	NOD	0
Player		Score
1.	NONE-QMOP	0

2) [Screenshot.2.png](#), downloaded 398 times



3) [Screenshot.4.png](#), downloaded 380 times



4) [Screenshot.5.png](#), downloaded 397 times



Subject: Re: A question about lights

Posted by [liquidv2](#) on Sun, 13 Nov 2011 19:22:23 GMT

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

that looks sexy

i'm glad it turned out

Subject: Re: A question about lights

Posted by [Mauler](#) on Sun, 13 Nov 2011 21:33:16 GMT

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

Yes! looks great. Glad to be of assistance

Subject: Re: A question about lights

Posted by [GEORGE ZIMMER](#) on Mon, 14 Nov 2011 03:17:24 GMT

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

Oh hey woah! I'm glad to see someone who actually has some creativity and motivation trying to make maps for fucking once. The only people who seem to have that who are even remotely active in the ren community are Blazea and ACK ;_;

Good luck on the map, and that actually looks pretty nice

If I may make a suggestion with the map in general though, touch up some of the modeling work-some of the objects look rather blocky and don't quite blend in with some of the rest of the map, y'know? It's not as "plopped down" feeling as a lot of maps tend to be, but still stand out (in a bad way).

Subject: Re: A question about lights

Posted by [roszek](#) on Mon, 14 Nov 2011 15:10:27 GMT

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

GEORGE ZIMMER wrote on Sun, 13 November 2011 20:17Oh hey woah! I'm glad to see someone who actually has some creativity and motivation trying to make maps for fucking once. The only people who seem to have that who are even remotely active in the ren community are Blazea and ACK ;_;

Good luck on the map, and that actually looks pretty nice

If I may make a suggestion with the map in general though, touch up some of the modeling work-some of the objects look rather blocky and don't quite blend in with some of the rest of the map, y'know? It's not as "plopped down" feeling as a lot of maps tend to be, but still stand out (in a bad way).

Well ya I know what you mean plus I also have a lot of other things to fix, like I said it's an old map I'm trying to fix up. Tbh this particular map was crap but hopefully I can correct this long ago mistake; didn't feel like making from scratch.

Edit: Ya know, the more I think of it the more I think that redoing the terrain would be easier then messing with all those f'd up verts.

But this has nothing to do with this thread -which is about lighting.
