Subject: CNC Reborn Update: Lightmaps
Posted by Spice on Mon, 14 Nov 2005 08:15:30 GMT
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ok, first off, we have been hard at working knocking off items as we put them in-game. We havn't got too much to show off yet but we are getting there. ok now to the good stuff.

I think a huge round of applause is in order for our team member sloth. He has managed to duplicate the Lightmaps in Renegade for use in-game, which was thought impossible by some without the nugraph Rendering program.

Here is a taste of a version of the GDI barracks, notice the shadows coming off of the antenna and sides, those are the lightmaps at work.

Thats pretty much it. I hope to have a lot to show in the coming week or so. We aren't dead *Sigh* At least not yet