Posted by Naamloos on Thu, 26 Jan 2006 16:38:17 GMT
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http://www.n00bstories.com/image.fetch.php?id=1295956812

As you can see, the green stuff is way too bright and shiny. So how can I change the light of an object that has "bump maps" on it? It ignores all vertex colour changes, and I don't know what else changes lightening with the same effect.