Subject: Reflective dazzle

Posted by nopol10 on Wed, 19 Dec 2007 03:20:58 GMT

View Forum Message <> Reply to Message

Have a look at the screenshots:

As you can see, the dazzle on the beacon is also visible when it is over the shadow of the character.

Why does this happen?

2nd question:

How do you get the tone mapping shader to work? I've tried adding it to the BloomStacked sceneshader with a UID of 1 but it crashes the game

File Attachments

1) ScreenShot84.png, downloaded 472 times



2) ScreenShot83.png, downloaded 467 times

