Subject: Advanced Lighting
Posted by Burn on Fri, 08 Feb 2008 03:39:16 GMT

Hey guys,

I haven't made a map in like... a year, and for some reason I got really interested in making another one again. I want to take my time on this one and make it look really really good.

I noticed a lot of my maps are decent but the lighting is always horrible. I have no idea how to do proper lighting. I've done some poking around and found a nice "VIS Blocker - Make Proper Lighting" tutorial, but it didn't show me how to do the lighting itself.

Is there any tutorial out there that will help me make some nice lighting? Do I have to do all the lighting in LevelEdit and completely guess on what it will look like, then do Compute Vertex Solve, or is there a much easier way of doing it? It would be really awesome if I could somehow do it in RenX, but I'm not sure if that's possible.

To make a long story short, can someone help me with my lighting please?!?! Ideally, I'd like to make and edit lighting at runtime (get a live preview of what it will look like.)

That would be freakin' awesome. Thanks in advance!!

Burn