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Subject: Re: Lightmapping

Posted by [Di3HardNL](#) on Wed, 21 Jan 2009 08:13:46 GMT

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Mauler wrote on Tue, 20 January 2009 23:36The only lighting you can do in Leveledit is vertex lighting.

You need to use Max in order to render baked lighting/shadows to mimic Renegade's lightmaps

Also i don't understand what you mean by lighting per material?. When i did it i simply took the entire mesh that I lit and applied a simple Unfold modifier to create a UV Map, which in turn created a "skin" for the entire mesh and rendered the lighting into a second channel. Takes me about 30 minutes to create a fully lit scene in Max, not weeks?.

I mean with lighting per material : if i have like 50 materials, i used to make 50 lightmaps for every material. Otherwise I would screw the textures up. I mean when I selected a mesh with different materials on it and wanted to apply the lightmap then it became 1 texture..

Well I can't really explain, but i see you selected all the meshes and how did you apply a Unfold modifier? I can't see it in the modifier list.

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