Subject: Lightmapping
Posted by Di3HardNL on Tue, 20 Jan 2009 22:01:19 GMT
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Hey I am nearly at the point that I am going to lightmap my C&C Hourglass tunnels.

Only I used to lightmap with 3ds Max since I wasn't editing the file in LE. But since I have to open this in LE I could also lightmap it there.
But I don't really know how to, when I create a Lightscape there doesnt show alot light on the terrain :/

I know how to do it in 3DS Max but you have to lightmap per material and I have like 60 materials, so that will take like a week to get it all right.

Could someone help me lightmapping with LE?

Thx

Subject: Re: Lightmapping
Posted by Mauler on Wed, 21 Jan 2009 05:36:28 GMT
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The 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?.

Subject: Re: Lightmapping
Posted by Gen_Blacky on Wed, 21 Jan 2009 06:31:27 GMT
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with renegades lighting you just place light and go to lighting and vertex solve. I like to block out the rens sun and do all lighting for small dm maps.

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.

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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.