
Subject: [Request] Tutorial for Bloom
Posted by [crisis992](#) on Mon, 11 May 2009 09:48:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey,
have someone a tutorial for Bloom effects?
like this that Scrin use.. cant find one
i only found that: <http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=111>

but that is not that i search
or some other Tutorial for the Shader Database Editor

,
crisis992

Subject: Re: [Request] Tutorial for Bloom
Posted by [marcin205](#) on Mon, 11 May 2009 13:00:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

==1==

==2==

==3==

Subject: Re: [Request] Tutorial for Bloom
Posted by [crisis992](#) on Mon, 11 May 2009 13:19:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

marcin, i dont mean bloom in photoshop, i want a bloom tut via shaders for ingame

Subject: Re: [Request] Tutorial for Bloom
Posted by [Scrin](#) on Mon, 11 May 2009 15:16:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

crisis992 wrote on Mon, 11 May 2009 08:19marcin, i dont mean bloom in photoshop, i want a bloom tut via shaders for ingame
<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=111>

Subject: Re: [Request] Tutorial for Bloom

Posted by [mrŁŒŒŞÄ-z](#) on Mon, 11 May 2009 15:17:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

marcin205 wrote on Mon, 11 May 2009 08:00==1==

==2==

==3==

He ment something like this:

madrackz wrote on Sat, 09 May 2009 13:38Ehmmmmm found a nice source to fuck around with my current work, check it out. (still needs some work & adjustment). Not a Wallpaper but...

Preview 02:

Toggle Spoiler

But this is not done in SDBedit! its a new compiled d3d9.dll (works if you have Scripts 3.4.4

Subject: Re: [Request] Tutorial for Bloom
Posted by [LR01](#) on Mon, 11 May 2009 16:02:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

It doesn't look like somebody is going to tell you how to...

Subject: Re: [Request] Tutorial for Bloom
Posted by [nopol10](#) on Tue, 12 May 2009 03:01:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Using sdbedit.exe, select "Open Scene Shader Database" and find sceneshaders.sdb.

You'll see something called BloomStacked in the bottom right list.
Select it, then click Edit Shader.

In the Dialog that pops up, look on the right list and select either one of these 3 to tweak your bloom settings:

Brightpass, BloomH, BloomV.

Once you select one, click Edit Shader at the bottom of that dialog.
For Brightpass, change the Luminance value. For BloomH and BloomV, change the "Bloom Scale" value. Click OK all the way till you are back at the main dialog.

Under File, select "Save Scene Shader Database" and overwrite sceneshaders.sdb.

Make sure sceneshaders.sdb is in your data folder. Run the game and see if you are satisfied with the result.

Subject: Re: [Request] Tutorial for Bloom
Posted by [LiL KiLLa](#) on Tue, 12 May 2009 05:20:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

nopol10 wrote on Tue, 12 May 2009 05:01 Using sdbedit.exe, select "Open Scene Shader Database" and find sceneshaders.sdb.

You'll see something called BloomStacked in the bottom right list.
Select it, then click Edit Shader.

In the Dialog that pops up, look on the right list and select either one of these 3 to tweak your bloom settings:

Brightpass, BloomH, BloomV.

Once you select one, click Edit Shader at the bottom of that dialog.
For Brightpass, change the Luminance value. For BloomH and BloomV, change the "Bloom Scale" value. Click OK all the way till you are back at the main dialog.

Under File, select "Save Scene Shader Database" and overwrite sceneshaders.sdb.

Make sure sceneshaders.sdb is in your data folder. Run the game and see if you are satisfied with the result.

That's a nice tutorial for all

For those who don't know where to get sdbedit here is it..
---->

File Attachments

1) [sdbedit.exe](#), downloaded 210 times

Subject: Re: [Request] Tutorial for Bloom

Posted by [mr£ÄŞÄ-z](#) on Tue, 12 May 2009 10:32:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

nopol10 wrote on Mon, 11 May 2009 22:01 Using sdbedit.exe, select "Open Scene Shader Database" and find sceneshaders.sdb.

You'll see something called BloomStacked in the bottom right list. Select it, then click Edit Shader.

In the Dialog that pops up, look on the right list and select either one of these 3 to tweak your bloom settings:

Brightpass, BloomH, BloomV.

Once you select one, click Edit Shader at the bottom of that dialog. For Brightpass, change the Luminance value. For BloomH and BloomV, change the "Bloom Scale" value. Click OK all the way till you are back at the main dialog.

Under File, select "Save Scene Shader Database" and overwrite sceneshaders.sdb.

Make sure sceneshaders.sdb is in your data folder. Run the game and see if you are satisfied with the result.

Thats what i did a long time ago, the only thing taht i got was only a blurry screen, already told it saberhawk but he was not interessted to take a look at it or help. So i started a new way...

Subject: Re: [Request] Tutorial for Bloom

Posted by [MGamer](#) on Tue, 12 May 2009 17:54:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Mon, 11 May 2009 10:17marcin205 wrote on Mon, 11 May 2009 08:00==1==

==2==

==3==

He ment something like this:

madrackz wrote on Sat, 09 May 2009 13:38Ehmmmmm found a nice source to fuck around with my current work, check it out. (still needs some work & adjustment). Not a Wallpaper but...

Preview 02:

Toggle Spoiler

But this is not done in SDBedit! its a new compiled d3d9.dll (works if you have Scripts 3.4.4 that sucks

Subject: Re: [Request] Tutorial for Bloom
Posted by [mr£\\$Ä-z](#) on Tue, 12 May 2009 18:02:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think im gonna release it, or wait its a advantage? lmao

Subject: Re: [Request] Tutorial for Bloom
Posted by [saberhawk](#) on Wed, 13 May 2009 07:59:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Tue, 12 May 2009 06:32nopol10 wrote on Mon, 11 May 2009 22:01Using sdbedit.exe, select "Open Scene Shader Database" and find sceneshaders.sdb.

You'll see something called BloomStacked in the bottom right list. Select it, then click Edit Shader.

In the Dialog that pops up, look on the right list and select either one of these 3 to tweak your bloom settings:

Brightpass, BloomH, BloomV.

Once you select one, click Edit Shader at the bottom of that dialog. For Brightpass, change the Luminance value. For BloomH and BloomV, change the "Bloom Scale" value. Click OK all the way till you are back at the main dialog.

Under File, select "Save Scene Shader Database" and overwrite sceneshaders.sdb.

Make sure sceneshaders.sdb is in your data folder. Run the game and see if you are satisfied with the result.

Thats what i did a long time ago, the only thing taht i got was only a blurry screen, already told it saberhawk but he was not interessted to take a look at it or help. So i started a new way...

Telling you to look at how the example bloom shader is hooked up is certainly not the same thing at not helping... As I had mentioned to you, bloom is a compound effect and not doing what the example bloom shader is doing will not get you the results you want.

Subject: Re: [Request] Tutorial for Bloom
Posted by [DeathC200](#) on Fri, 15 May 2009 15:20:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Izual wrote on Mon, 11 May 2009 22:20nopol10 wrote on Tue, 12 May 2009 05:01Using sdbedit.exe, select "Open Scene Shader Database" and find sceneshaders.sdb.

You'll see something called BloomStacked in the bottom right list.
Select it, then click Edit Shader.

In the Dialog that pops up, look on the right list and select either one of these 3 to tweak your bloom settings:

Brightpass, BloomH, BloomV.

Once you select one, click Edit Shader at the bottom of that dialog.
For Brightpass, change the Luminance value. For BloomH and BloomV, change the "Bloom Scale" value. Click OK all the way till you are back at the main dialog.

Under File, select "Save Scene Shader Database" and overwrite sceneshaders.sdb.

Make sure sceneshaders.sdb is in your data folder. Run the game and see if you are satisfied with the result.

That's a nice tutorial for all

For those who don't know where to get sdbedit here is it..

---->

finally thank you man for releasing sdbedit if you have wdump can you also release that thanks alot bro appreciate the awesome work for getting sdbedit for once i was actually gonna give up but no anymore so peace out bro thanks once again ^_^

Subject: Re: [Request] Tutorial for Bloom
Posted by [LR01](#) on Fri, 15 May 2009 20:01:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

wdump comes whit LE, ore do you mean something else?

Subject: Re: [Request] Tutorial for Bloom
Posted by [nopol10](#) on Fri, 15 May 2009 23:52:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

wdump can be found in Sourceforge, just search for rentools.

sdbedit.exe has always been inside scripts344.zip with all the other source files for scripts.
