Subject: W3d sun
Posted by **Sn1per XL** on Fri, 28 Nov 2003 20:43:49 GMT
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i was wondering how to add a custom sun to my map i noticed on most maps they have a W3D file for there sun how do i do this?

Subject: W3d sun
Posted by **Aircraftkiller** on Fri, 28 Nov 2003 21:03:00 GMT
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There is no "custom sun," it's nothing but changing the vertex lighting in LevelEdit through the lighting menu.

Subject: W3d sun
Posted by **Sn1per XL** on Fri, 28 Nov 2003 21:19:15 GMT
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oh ok thanks...but i have another question how do i add shadows in my map?

Subject: W3d sun
Posted by **General Havoc** on Fri, 28 Nov 2003 21:27:48 GMT
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You can just use the "Compute Vertex Solve" on the lighting menu to generate lighting and it will create shadows if you check the "Check Occlusion" box before generating.

There was a tuorial about making the custome shadows, which was very impressive. It was on renhelp but it seems to have gone walkies, I'll see if i can track it down if you want to make your own shadows.

Subject: W3d sun
Posted by **Sn1per XL** on Fri, 28 Nov 2003 21:31:09 GMT
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ok thanks for the help you guys

Subject: W3d sun
Posted by **IRON FART** on Fri, 28 Nov 2003 23:45:05 GMT
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I think he means like the lighting in Islands. If you look at the plain .w3d for islands, it has a separate light source, and everything has shadows. This is BEFORE loading it into leveledit.

Subject: W3d sun
Posted by Aircraftkiller on Sat, 29 Nov 2003 01:17:56 GMT
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That was done through Lightscape and the 3DS W3D tool. It is not possible to generate that kind of lighting through gMax.

The "custom lightmaps" is a joke. It requires an enormous amount of effort for a mainly ineffective radiosity solve, without any true calculations on lighting.

Vertex lighting is more realistic than the "custom lightmaps" are, depending on how you generate your terrain.

Subject: W3d sun
Posted by Adavanze on Sat, 29 Nov 2003 12:25:11 GMT
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If you generate auto alpha shadows on 3ds max using radiosity, chances are it will appear in a totally different direction than the shadow for your character wil come out. Takes alot of re-aranging on the lights. Also it does have alot of bugs, the textures wont map properly in some cases, and the shadows can come out so dark, that it is like pitch black and ugly.

On http://www.drireign.net/ there is a tutorial about custom lightmaps, it looks cool, but make sure u do it in the right direction.. It will take a long time too!

You can probably change the lighting direction in level edit, im not a level edit expert.

If you wanna know how to do real time light mapping using radioisity, you can go to http://www.windssoft.com/Index.htm and download the tool for max to do it, I guess if you get it right it is worth it, especially when u get the mirror effects from it.

Subject: W3d sun
Posted by Cpo64 on Sun, 30 Nov 2003 05:10:22 GMT
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Yes, you can place the sun anywhere you want,

Subject: W3d sun
Posted by Sir Kane on Sun, 30 Nov 2003 09:55:29 GMT

Lightscape rendering takes ages.