

Visionaire Basics for beginners

Video 15 – Light Map

Introduction

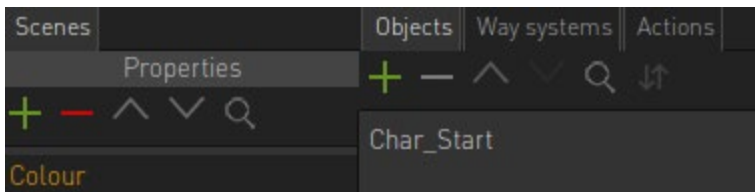
In this session we will look at light maps. Light maps are simply ways to colour your characters and NPC's as they move across your game screens.

The major item is to always ensure that your lightmap is much smaller in size than your background scene size. So if your backgrounds are 1920px*1080px resolution then create your lightmap image to be 190px*108px.

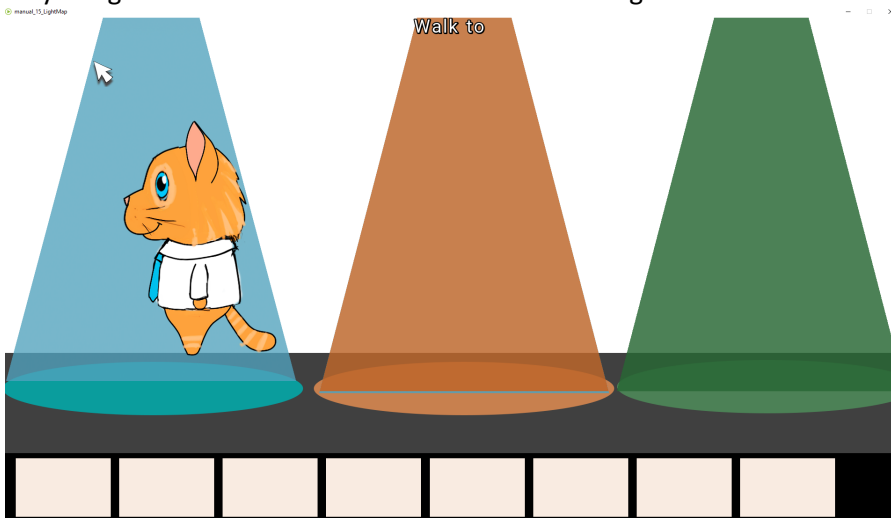
Colour Light Map

First let's add a light map.

1. In our scenes we have a scene called colour



2. Play the game and note our character does not change colour as he walks across the room.



3. We have prepared our light map image. Note that our lightmap image is much smaller than our background image.

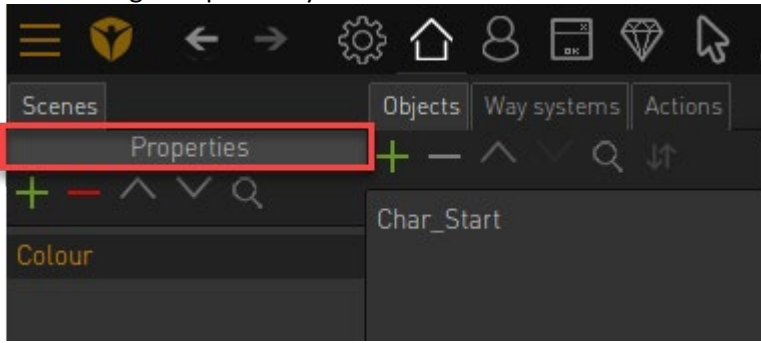


BackGround Colour.png
1920x1080

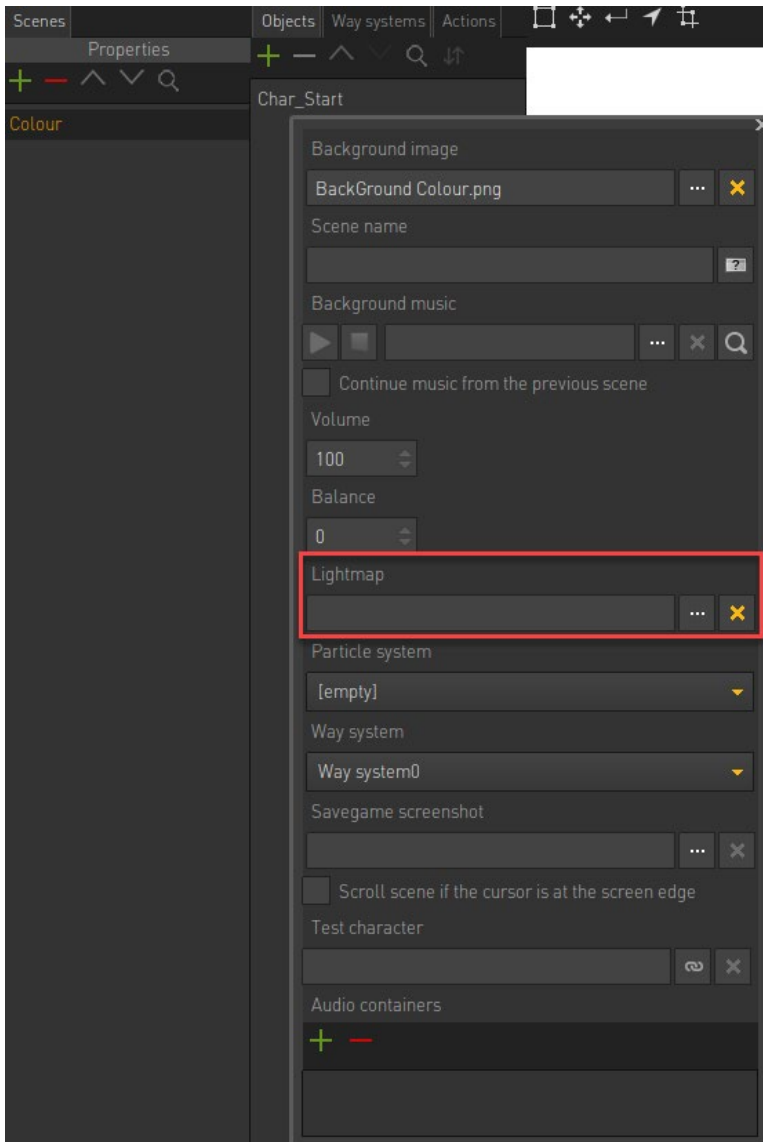


Colour Light Map.png
190x107

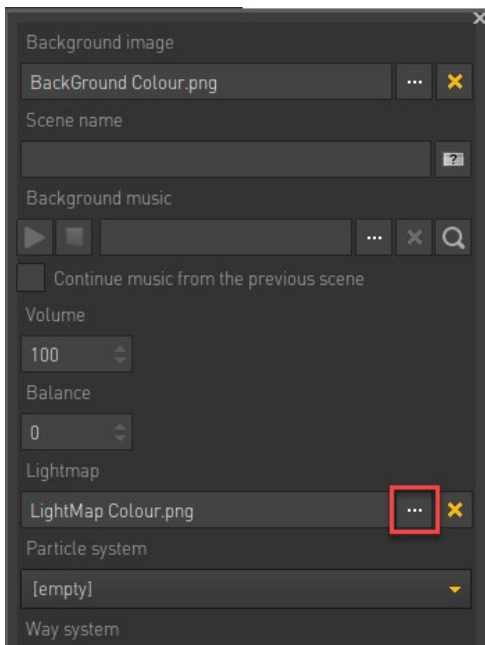
- To load a lightmap select your scene and then click on the PROPERTIES button.



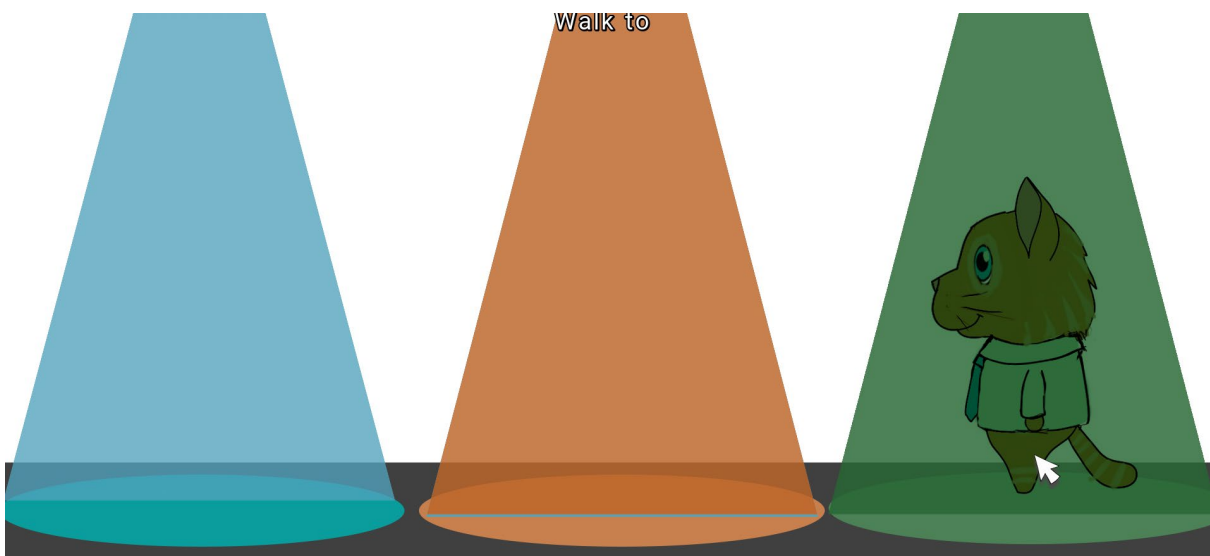
- This will open a new window where we have a field called LIGHT MAP.



- Click on the three dots icon to select the small lightmap image.



7. Now play your scene and note how the character colour is affected as they walk across the scene.

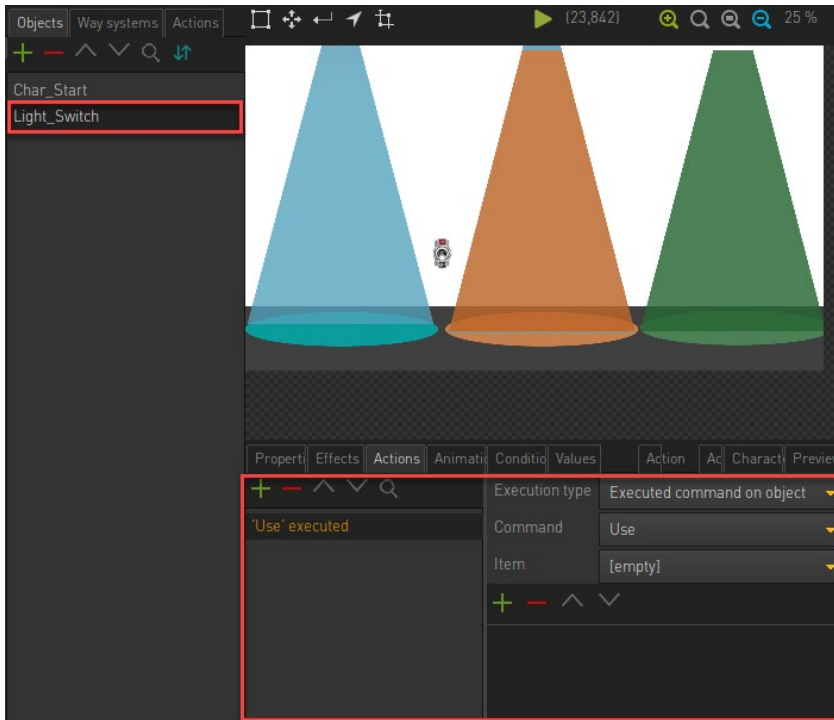


Switching Light Maps

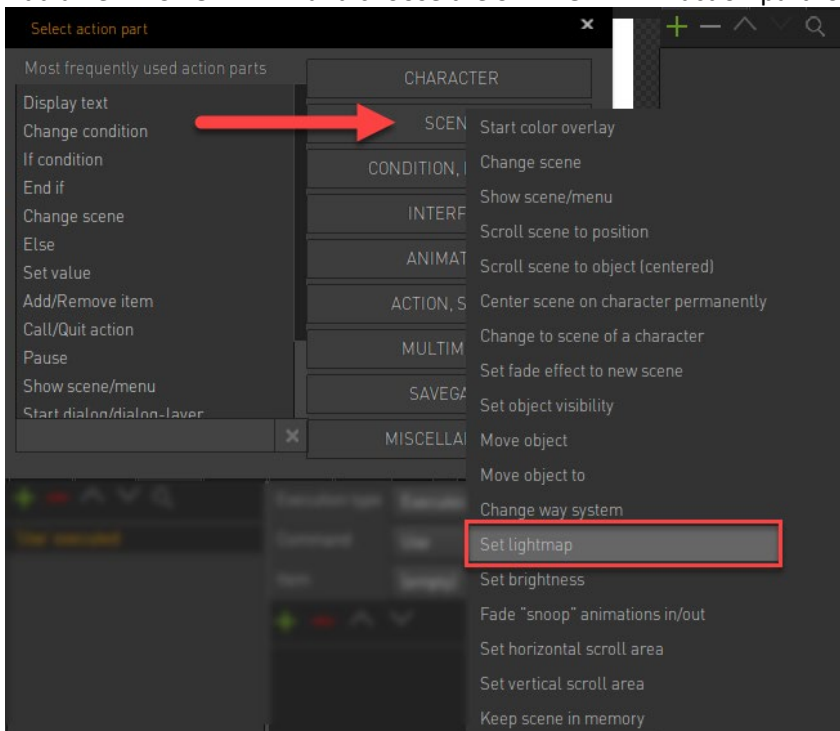
It's also possible to switch out light maps via action parts. Here we have a switch object that, when we use it, will remove the lightmap.



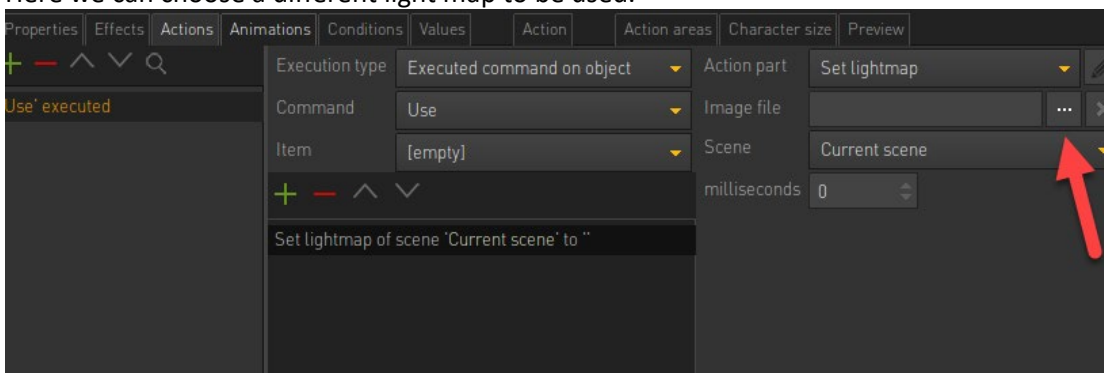
1. Select the LIGHTSWITCH object and go to actions part. Add a new USE action.



2. Add a new ACTION PART and choose the SET LIGHTMAP action part found under the SCENE category.



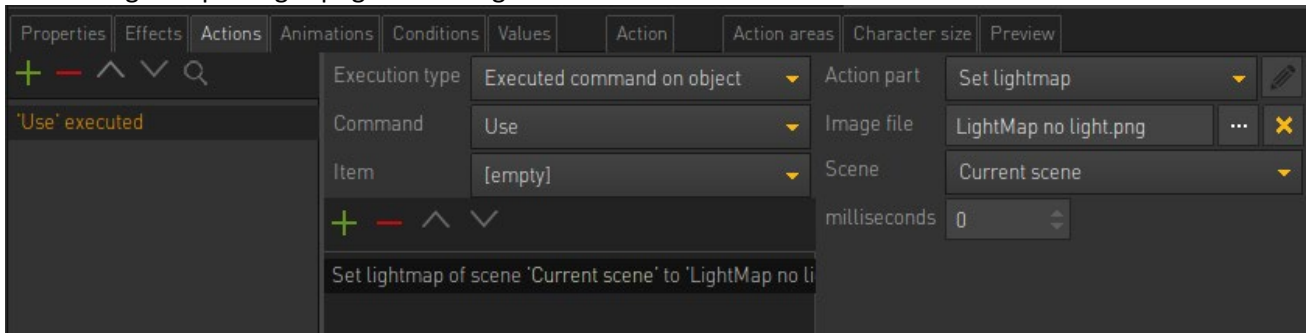
3. Here we can choose a different light map to be used.



- We will now change from our character being lighted to our character not being lighted. So the lightmaps will change as follows



- Add the Lightmap no light.png in the image file slot.



- Now when we play our scene and our character uses the switch the lightmaps will be switched. Our character will then go from being shaded in different colours to not being shaded at all.