

Kerbal Space Program - Bug #1109

Suggeting improvements on lighting effects

07/24/2013 11:45 PM - Cesrate

Status:	Not a Bug	Start date:	07/24/2013
Severity:	Unworthy	% Done:	0%
Assignee:			
Category:	Camera		
Target version:			
Version:	0.21	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

The current is not so accurate.

History

#1 - 07/25/2013 01:42 AM - bac9

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

Your screenshots depict per-vertex lighting, not correct per-pixel lighting. That's an extremely coarse fallback method of rendering light that is only used on lowest quality level or when you exceed the per-pixel light limit of your quality preset (for all additional lights beyond it). Judging from the fact that it's night in your screenshots and you only have one spotlight in the frame, it's probably the former and you have extremely low quality preset enabled.

There is nothing that can be done with the quality of vertex lighting. You can either switch to a higher quality preset or adjust allowed per-pixel light limit in the graphics options separately. I recommend using value no less than 8.

#2 - 08/12/2013 07:35 AM - Cesrate

bac9 wrote:

Your screenshots depict per-vertex lighting, not correct per-pixel lighting. That's an extremely coarse fallback method of rendering light that is only used on lowest quality level or when you exceed the per-pixel light limit of your quality preset (for all additional lights beyond it). Judging from the fact that it's night in your screenshots and you only have one spotlight in the frame, it's probably the former and you have extremely low quality preset enabled.

There is nothing that can be done with the quality of vertex lighting. You can either switch to a higher quality preset or adjust allowed per-pixel light limit in the graphics options separately. I recommend using value no less than 8.

No; I have the highest grapics settings, and I activated 144 lights at the same time.

Files

screenshot0.png	849 KB	07/24/2013	Cesrate
screenshot1.png	706 KB	07/24/2013	Cesrate