

Necolatis-Oggi alle 02:02

@mada00 you using bumpspec? That effect has been deprecated 3 yaers ago or so.

[AFK] Talons-Oggi alle 02:02

That would be a yes
was not aware it was deprecated.

Necolatis-Oggi alle 02:03

its there for backward compatibility only
use combined-deffered, its has same functionality plus alot more. Or if you need ambient occlusion map support combined-fuselage.

[AFK] Talons-Oggi alle 02:05

What about specular maps.

Necolatis-Oggi alle 02:05

yeah, thats supported, as greytone

[AFK] Talons-Oggi alle 02:06

yeah, spec maps are always greyscale, but what would I need to use?
I intend to use specular maps along with normal maps whenever I feel like using them on an object.
I'll probably do that to every object, but we shall see.

mada00-Oggi alle 02:08

I used only the normal map

Necolatis-Oggi alle 02:08

nah, their not. If you dont change livery it could be handy with colored specular, so you can let metal have specular same color as the paint. But since we change liveries thats not really an option. Is why I made the shader combined-fuselage, it support colored specular same as livery, plus AO map.

[AFK] Talons-Oggi alle 02:10

ah you mentioned the other kind of spec map, forgot about it

mada00-Oggi alle 02:11

@Necolatis can you post a photo of the result of your method?

Necolatis-Oggi alle 02:11

sure hold on

the normal map works the same way, so no difference there.

mada00-Oggi alle 02:13

for now, the fuselage will have metal, but different liveries will be made and I want you to read the fuselage parts clearly

Necolatis-Oggi alle 02:26

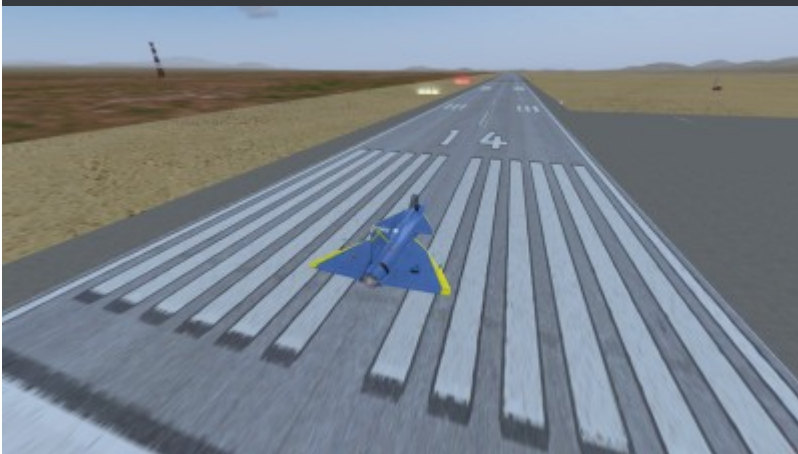
Ambient occlusion map shows around the pylons, which are not in direct sunlight:



Normal map works same:



Specular spots can be set to have a tint of the color of the livery to simulate metal:



Not the best 3D model/liveries though. And the material settings probably could be worked more on.

Also supports the usual watersplashes, reflection, dirt, etc etc.(modificato)
Most of that I havent enabled on this plane though.

It works almost the same as combined-deffered. except support for AO map, and a setting for how strong that should be. And a setting for how metallic it should be.(modificato)

[AFK] Talons-Oggi alle 02:31

http://wiki.flightgear.org/Howto:Add_effects_to_an_aircraft

[Howto:Add effects to an aircraft](#)

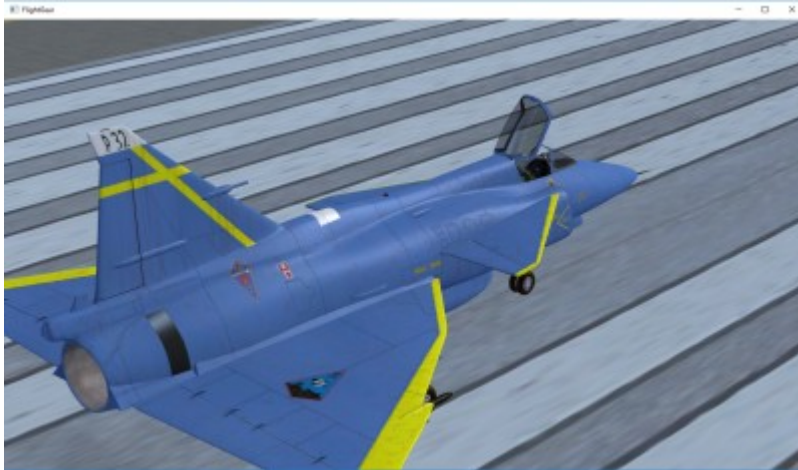
I apologize for giving you outdated info

Necolatis-Oggi alle 02:32

as for effects, the wiki is really outdated.

except the page ALS notes.

here is grain enabled to simulate rust.



mada00-Oggi alle 02:34

@Necolatis the method that you indicate where you can read? I'm sorry if the question is trivial but I'm only dealing with 3D and I have to transfer the info to those who deal with these aspects.

Necolatis-Oggi alle 02:37

Well depends which effect you want? The combined deferred you can read about in FG installation under data/Docs/model-combined.eff/ folder. The fuselage effect works almost exact same way, just ask me if you want it, and I can send it to you.

mada00-Oggi alle 02:39

The effect I want is to read the incision of the screw or the approach of the sheet. THE G91 I want you to look even very close(modificato)

[AFK] Talons-Oggi alle 02:40

high attention to detail, I like it.

[AFK] Talons-Oggi alle 02:41

I did, and that is impressive.

mada00-Oggi alle 02:45

I don't follow the different aspects of development much, maybe it's a limit or maybe not. But instinctively I don't mind the fact if a technique is outdated I'm interested in the result. If what I do not know from superior results then I have to update(modificato)

Necolatis-Oggi alle 02:47

The fuselage effect

[model-combined-fuselage.zip](#)

16.92 KB

Necolatis-Oggi alle 02:48

And here is the doc for the normal model-combined-deffered:

<https://sourceforge.net/p/flightgear/fgdata/ci/next/tree/Docs/model-combined.eff/README.model-combined.eff>

Its not fully upto date though.