



Lighting in Halo, probably one of the most under-used aspects of the entire editing kit.

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Lighting can change a map from looking like this:



Into This:



The sad truth is,
Halo's lighting capa-

bilities are limited, as it is not a modern-gen/next-gen game. It can utilize specular lights (radiosity), or dynamic lights. Radiosity is the overall lighting used in most maps to determine what areas are lit up, where the shadows should go, and how the shading on a map should look. But of course, we already know this.

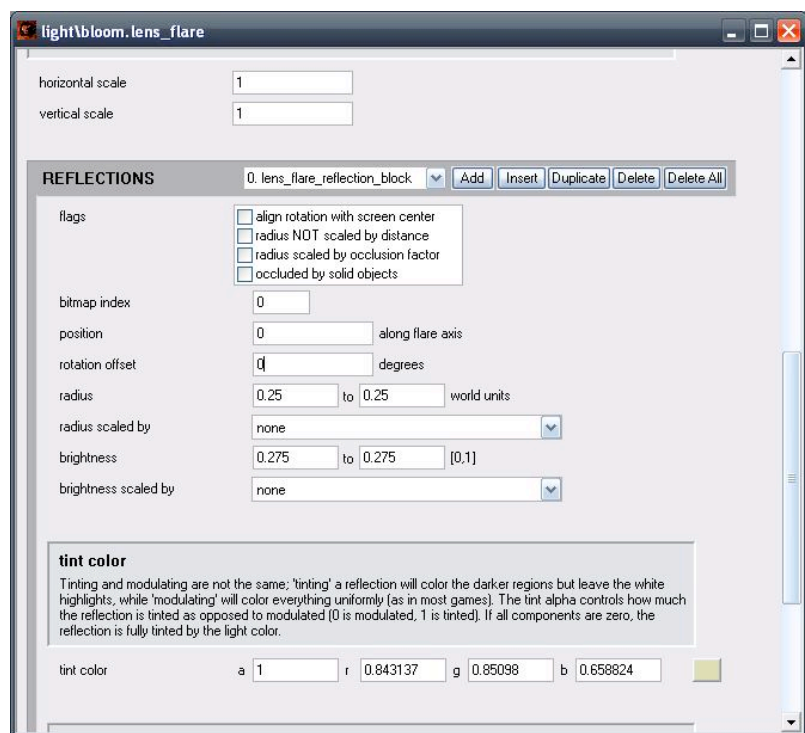
By taking advantage of the Halo Engine, you can push towards much better lighting effects.

The cave hole on top, it emits a similar look to the modern Bloom effect used in games. I did this by adding scenery lens flares to that area. When they stick together, they enlarge.

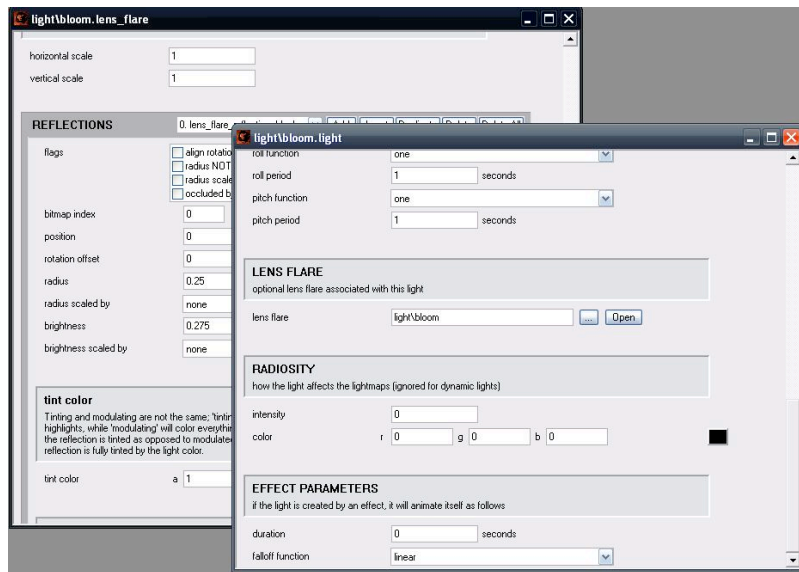


Creating Scenery Lens Flares:

This is a Lens Flare tag. To create something similar, just open up an existing one, and modify it. To enlarge the Lens Flare, increase the radius size, and along with it the brightness (or keep it dim to combine



more). This specific one is incredibly small, about the size of the Plasma Pistol charge.



A large Lens Flare has about the radius of 2, and brightness of 0.4.

Save this, in a folder. Call it Bloom. Now, create a .light tag. Add the lens flare to it, and save it as Bloom.light in the same folder.

Now, for the second part.

I'm not going to go into detail, but it requires that you have SOME knowledge of the HEK, and know how to create shaders/ use 3ds Max (or Gmax).

Create an invisible scenery, with one marker, in the center, no collision model. Compile it. Create the .scenery file. Attach your lens flare .light tag to the marker in the model.

Place it in-game. ONLY put it on spots that should theoretically emit light, or be hit by light. For example:

