

Ambient Occlusion and LightWave

SG_AmbOcc_Exp

Number of Rays: 64

Shift: 0.3

Max Ray Length: 30 cm

Max Angle: 90.0 °

Color: 000 000 000

Color: off on inv

Diffuse: off on inv

Luminosity: off on inv

Specular: off on inv

Glossiness: off on inv

Transparency: off on inv

Translucency: off on inv

Reflection: off on inv

Surface Override

Flip Rays

refvector: Normal Cam Direction

Ray Func: raycast raytrace

save as default

Occlusion 'shift' value (positive values = brighter occlusion shading, negative values = darker occlusion shading)

Colour of occlusion 'shading'

Channels to 'shade'

Ignore all above channels and render the occlusion shading results only

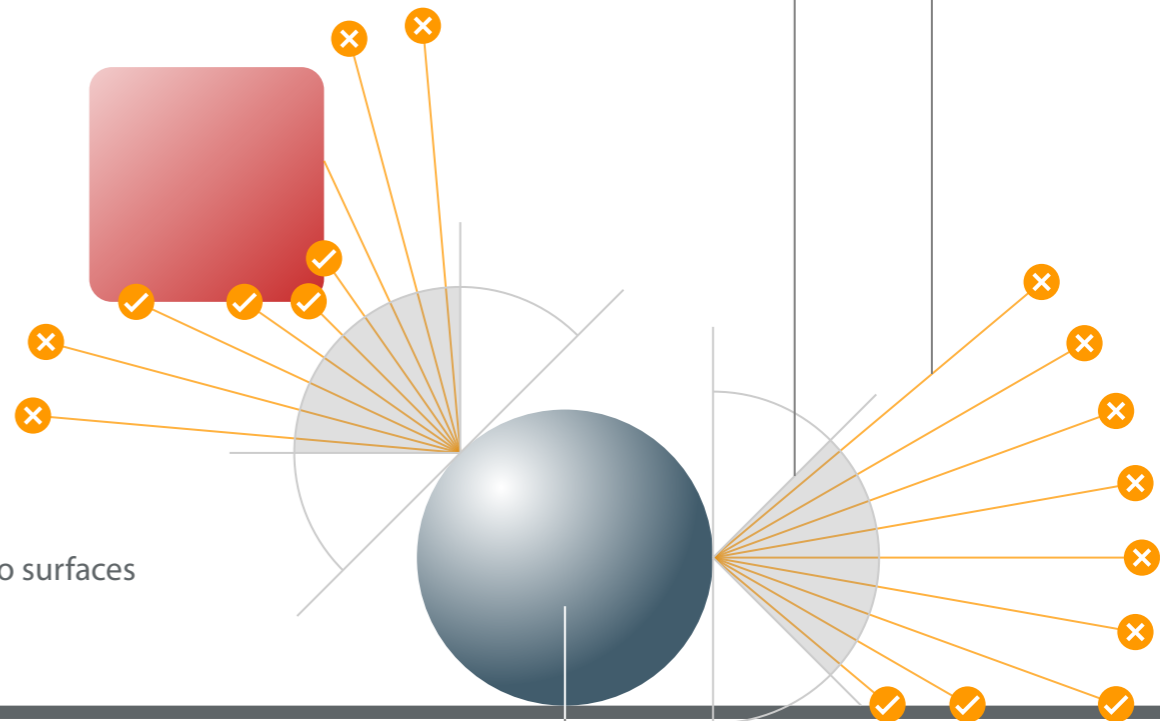
'Flip' results of occlusion testing

Shoot rays out from pixel 'normal' or angle to camera

Shading algorithm, 'raytrace' behaves oddly, use 'raycast'!

Stores settings as defaults for when SG_AmbOcc is applied to surfaces

Occlusion 'Shading' Testing ...



Occlusion 'Shading' Test Results

- ✓ Ray from pixel hits surface, include in occlusion shading
- ✗ Ray from pixel misses surface (or exceeds 'Max Ray Length' first) don't include in occlusion shading

Object with SG_AmbOcc shader applied