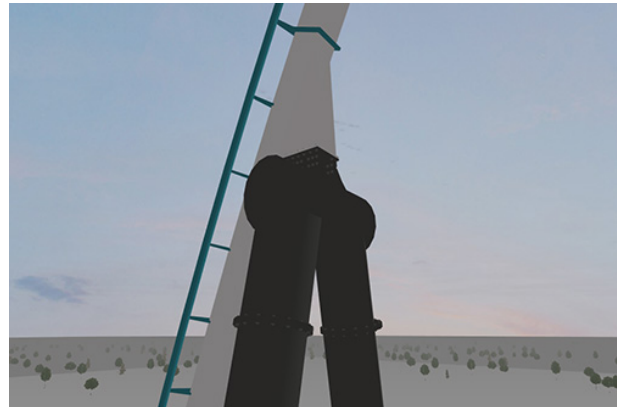


NoLimits Tutorial

How to match up the lighting of your 3ds with the NoLimits environment

There's a fairly easy way if you are struggling with your 3ds objects being not the same color as the track / supports in the bright or shadow areas of your NoLimits scene.

In this picture, you can see the result of the corrections you have to do inside your own 3D program - a perfectly matched-up 3ds.



```
sim.sun.diffuse.red=0.91  
sim.sun.diffuse.green=0.9  
sim.sun.diffuse.blue=0.9
```

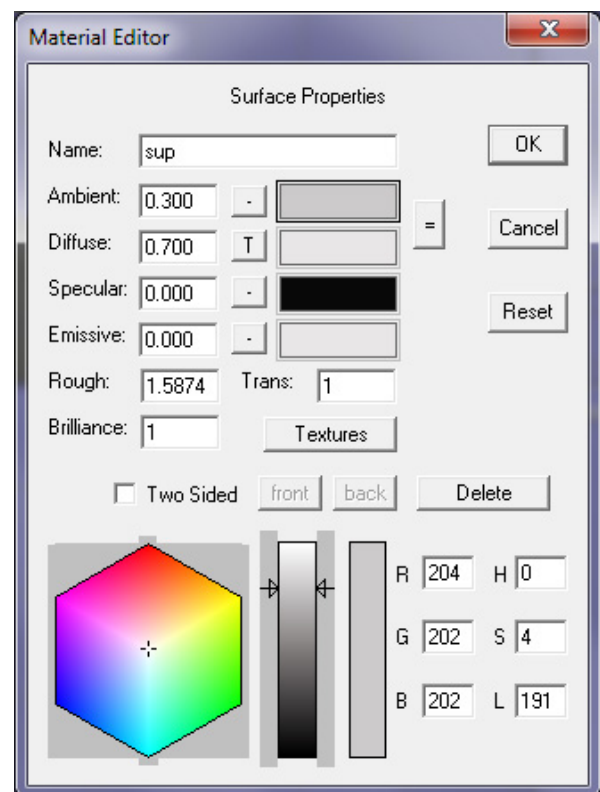
```
sim.sun.specular.red=0.03  
sim.sun.specular.green=0.03  
sim.sun.specular.blue=0.03
```

```
sim.sun.ambient.red=0.81  
sim.sun.ambient.green=0.8  
sim.sun.ambient.blue=0.8
```

First of all, you need to have a custom environment or take it from somewhere. When opening the env file inside a text editor program, the three columns sun diffuse, specular and ambient color are important. These ones define the basic lighting settings of your scene, where *diffuse* is the base color, *specular* the color of direct reflections to the sun and *ambient* is the color in the shadows. All these values are set from 0 to 1, for each base color (R, G, B).

This is the material panel of Anim8or, where your 3ds needs to be loaded in if you cannot find or have these basic material settings inside your own 3D program.

Now onto the core trick here: The names ambient, diffuse and specular have the same purpose they have in the environment. They also need to have the same color as in the environment, as simple as that. Mostly, you will have to specify the colors by the RGB color which uses values running from 0 to 255. The environment values need to be converted so you will end up with the same percentages. So the environment ambient blue value is 0.8 of 1 it turns into a 202 of 255 inside Anim8or.



When not using a texture, you will need to manipulate your diffuse color according to the environment diffuse settings. Using textures is far easier here.