

This is a simple demonstration of a single spotlight projecting a texture map into a scene. The spotlight has a shadow buffer and its Enable Glow and Enable Rays flags have been turned on under the Glow Tab. A texture map of a stained glass window has been applied to the spotlight as a projection map. The X Scale of the map has been negated to flip the map about the Y Axis. This is necessary since we are essentially looking into the spotlight and would receive the mirror of the map from this point of view.

The rays project through the walls because these objects have their Cast Shadow and Receive Shadow flags turned off. Since they play no part in the shadow pass, the light rays, which are computed as part of the shadow buffer, pass right through them.

The image of the stained glass on the wall is the texture map applied to the luminance channel of the wall. The light rays are NOT picking up the color of the stained glass as the rays pass through the wall. This color is coming from the projection map alone.

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