# **Visionaire Basics for beginners**

Video 15 – Light Map

### Introduction

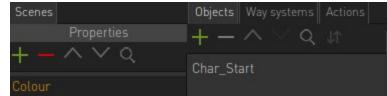
In this session we will look at light maps. Light maps are simply ways to colour your characters and NPC's as they move across your game screens.

The major item is to always ensure that your lightmap is much smaller in size than your background scene size. So if your backgrounds are 1920px\*1080px resolution then create your lightmap image to be 190px\*108px.

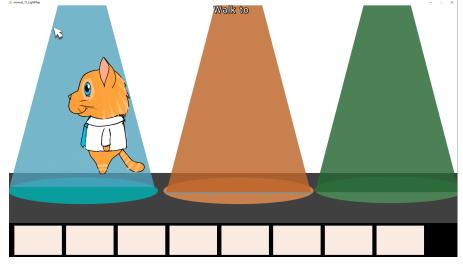
## **Colour Light Map**

First let's add a light map.

1. In our scenes we have a scene called colour



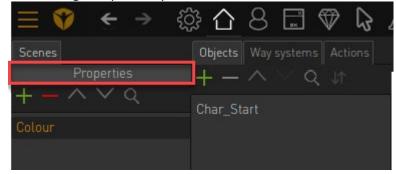
2. Play the game and note our character does not change colour as he walks across the room.



3. We have prepared our light map image. Note that our lightmap image is much smaller than our background image.



Colour Light Map.png 190x107 4. To load a lightmap select your scene and then click on the PROPERTIES button.



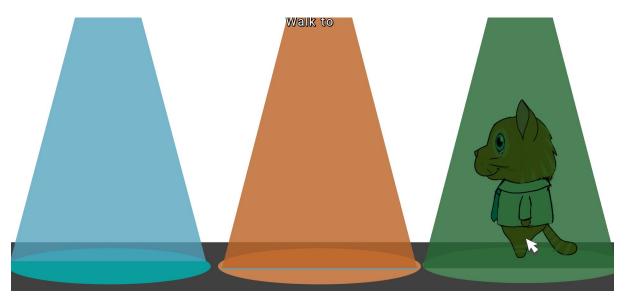
5. This will open a new window where we have a field called LIGHT MAP.

Scenes	Objec	ts Way systems Actions 🛛 🕂 🕂 🕂 🕇
Properties	+ -	$ \wedge$ $\vee$ Q $\downarrow\uparrow$
+ <b>-</b> ^ ~ Q	Char_	Start
Colour		Background image
		BackGround Colour.png 🗙
		2
		Background music
		▶ ■
		0 🗘
		Lightmap
		··· ×
		Particle system
		[empty] -
		Way system0 🗸
		Scroll scene if the cursor is at the screen edge
		Test character
		+ -

6. Click on the three dots icon to select the small lightmap image.

		×
Background image		
BackGround Colour.png		×
		?
Background music		
		Q
Continue music from the previous scene		
LightMap Colour.png		×
	_	
[empty]		

7. Now play your scene and note how the character colour is affected as they walk across the scene.



#### **Switching Light Maps**

It's also possible to switch out light maps via action parts. Here we have a switch object that, when we use it, will remove the lightmap.



1. Select the LIGHTSWITCH object and go to actions part. Add a new USE action.

Objects Way systems Actions	□☆↩┦≒	) (23,8	42) 🧕 🔾 🔍 🤤 25 %
$+ - \land \lor \diamond \downarrow \uparrow$			
Char_Start			
Light_Switch			
	6		
	Properti Effects Actions Animati		Action Ac Charact Preview
	$+ - \land \lor \diamond$	Execution type	Executed command on object 🛛 👻
	'Use' executed		Use 👻
			[empty] 🗸 🗸
		+ - ^	$\checkmark$

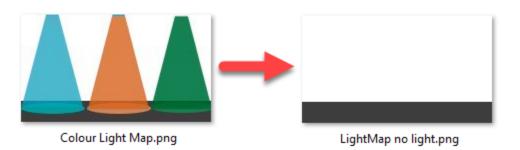
#### 2. Add a new ACTION PART and choose the SET LIGHTMAP action part found under the SCENE category.

Select action part			$\times$ $+ - \land \lor \land$	
Most frequently used action parts		CHARACTER		
Display text Change condition		SCEN	Start color overlay	
If condition End if		CONDITION, I	Change scene	
Change scene			Show scene/menu Scroll scene to position	
Else Set value				
Add/Remove item		ACTION, S	Center scene on character permanently	
Call/Quit action Pause			Change to scene of a character	
Show scene/menu		SAVEG4	Set fade effect to new scene	
Start dialon/dialon-laver				
		MISCELLAI		
			Move object to	
* <b>*</b> • • • •			Change way system	
Viar executed			Set lightmap	
		in and	Set brightness	
			Set horizontal scroll area	

#### 3. <u>Here we can choose a different light map to be used.</u>

Properties Effects Actions Anim	nations Condition				
+ <b>-</b> ^ ∨ Q		Executed command on o	bject 🚽	Set lightmap	- 1
Use' executed		Use			
		[empty]		Current scene	<b></b> *
	+ - ^ ~				1
	Set lightmap of scene 'Current scene' to ''				

4. We will now change from our character being lighted to our character not being lighted. So the lightmaps will change as follows



5. Add the Lightmap no light.png in the image file slot.

Properties Effects Actions Anim				as Character :			
$+ - \land \lor \diamond$	Execution type	Executed command on object	-	Action part	Set lightmap	-	Ø
'Use' executed	Command	Use	-		LightMap no light.png		×
		[empty]	-	Scene	Current scene		-
	$+ - \wedge \vee$			milliseconds			
	Set lightmap of scene 'Current scene' to 'LightMap no l		no li				

6. Now when we play our scene and our character uses the switch the lightmaps will be switched. Our character will then go from being shaded in different colours to not being shaded at all.