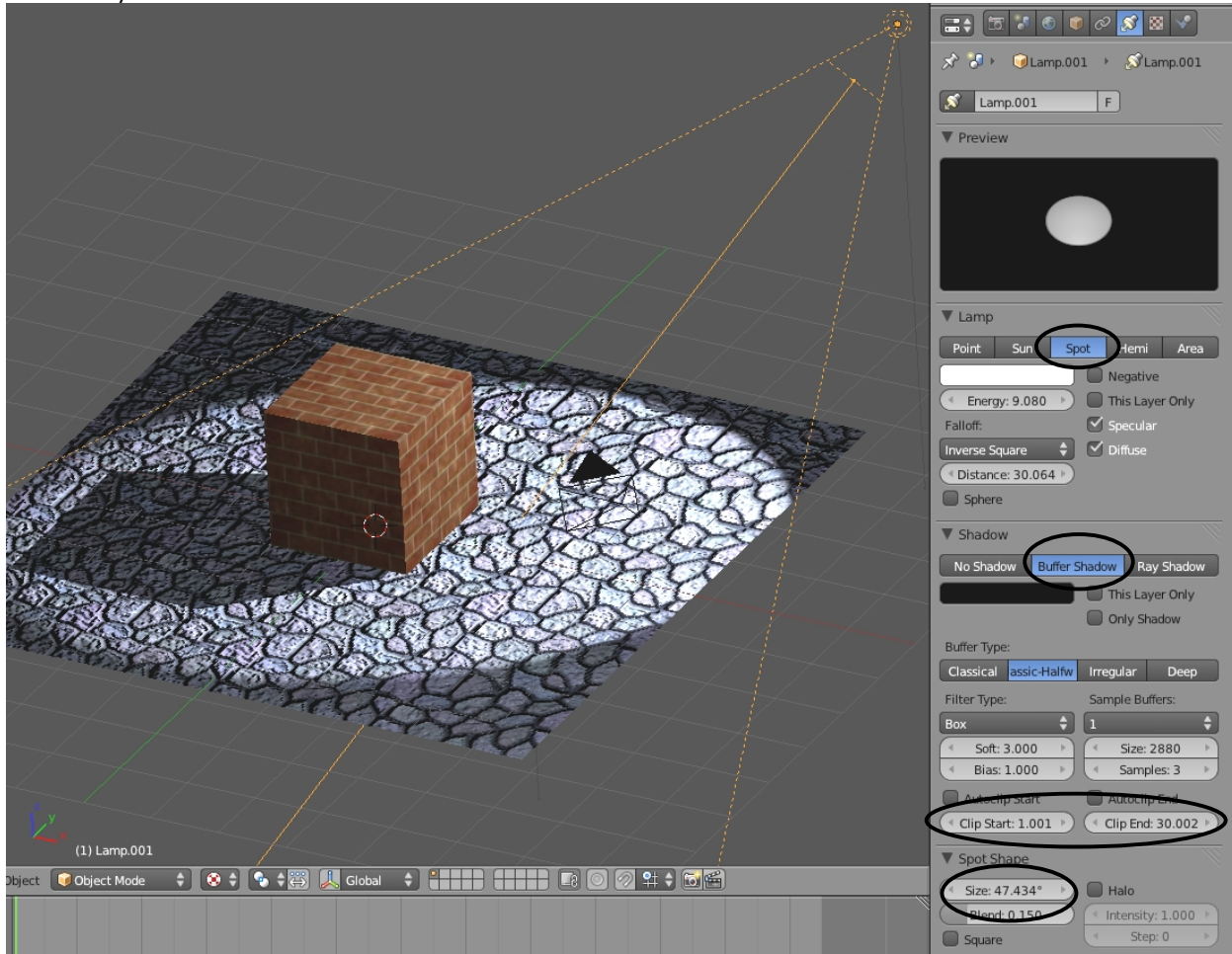


Chapter 22- Textures in the Game Engine

Shadows in GLSL:

Another nice effect allowed in GLSL is the ability to cast shadows in game play. Right now, ray tracing is not supported so your only option is to use a Spotlight with a Buffer Shadow setting (refer to the lighting chapter for more details on setting the buffer shadow).



Currently, there is a lot of development in GLSL with new features constantly being added. There is also a lot of work in *Baking* settings to improve performance. There is work on support for indirect lighting, fluids, soft bodies and many more. For up-to-date information, follow the Blender wiki, YouTube, and the forums.

World Settings:

While some *World* settings work in *Multi-texture* mode and some work on *GLSL Shading*, Some features do not work in either at the time (*stars* for example). In Multi-texture shading, you can get a nice effect with the *Mist* settings to give a "foggy" feel to your game, but works a bit differently in GLSL. World Horizon and Zenith colors work differently as well.

