

shader subjects

The Whorl list — 1 messages, 1 voices, 21 Apr 1997

<https://urth.darkrealm.vip/thread/whorl/264>

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Keith Bennett — 21 Apr 1997, 16:24

I think that the Whorl rotates around the "LongSun". The sun and the shade would be stationary in relation to the center of rotation (Mainframe).

Concerning the shadows of the mountains, I believe that they are spoken of as "filling the valleys to the brim". If so then its hard to believe that reflected light would be even close to bright enough to cast those types of shadows.

Reef