
Subject: CnC Reborn : MMKII Texture Update
Posted by [PiMuRho](#) on Sun, 03 Oct 2004 06:35:07 GMT
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AircraftkillerThat is "real" bump mapping. It doesn't matter what other games do, W3D uses Dot 3 mapping and that's why it's out of date and not as consistent as other forms are.

Most games that use bump mapping use Dot-3

PermagrinLooking at a bump at an angle, you will not see actual bumps. Bump mapping simulates the view of bumps without actually adding/changing geometry. Normal/Displacement maps actually add/change the geometry.

Displacement maps alter geometry, normal maps don't. You'd be hard-pressed to find a game that allows realtime displacement maps, too.
