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Subject: CnC Reborn : MMKII Texture Update

Posted by [icedog90](#) on Sun, 03 Oct 2004 21:09:36 GMT

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PermaGrinicedog90It's not bump mapping. If you play games today and look at their bump mapping at an angle, they look like real bumps on the wall that make shadows, not simulated bumps. That doesn't even look good anyway.

Looking 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.

That's what I meant, I didn't mean it actually makes geometrical bumps, it makes it look like it's geometrical.

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