
Subject: Re: bump/offset maps

Posted by [Napalmic](#) on Mon, 16 Jan 2006 06:59:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

It's pretty simple. Follow this tutorial for the glass on your building:

<http://renhelp.laeubi-soft.de/?tut=44> I know, I know, it's for water, but same setup. On Pass 2 where it says bump_water.tga and water_reflect.tga, replace bump_water.tga with the same window texture you're using (or a bumpmap of the window texture made in PS which I can't explain here) and water_reflect.tga with something like ref_reflect2.tga, then it should work out for you. Sometimes you got to experiment with things.
