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Subject: someone mentioned normal maps  
Posted by [xoham](#) on Sun, 06 Aug 2006 02:35:52 GMT  
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Here's the best info I've read on normal maps. Very good description and howto.

<http://reality.artificialstudios.com/twiki/bin/view/Main/BumpMapping>

<http://www.ionization.net/tutsnorm1.htm>

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