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Subject: Re: looking for someone who can make bump maps

Posted by [Jerad2142](#) on Mon, 04 Dec 2006 05:44:30 GMT

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And here are the last five and the primary texture I used:

### File Attachments

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- 1) [pwr\\_metal\\_beam1.W3D](#), downloaded 105 times
  - 2) [ref\\_corg.W3D](#), downloaded 65 times
  - 3) [ref\\_gdi\\_logo.W3D](#), downloaded 101 times
  - 4) [ref\\_pipe.W3D](#), downloaded 75 times
  - 5) [V\\_Nod\\_Flame.W3D](#), downloaded 83 times
  - 6) [reflect3.tga](#), downloaded 84 times
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