Subject: Re: Texture advise, what do you think,
Posted by Slave on Wed, 27 Jun 2007 10:21:17 GMT

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I doubt that.

In believe a bump map is all it needs. A bumpmap only adds shiny, a normal map adds shadow too. Does a near perfectly flat blade needs shadow effects? It would only look cool if you want to fake a rough surface, which a blade is not.

Also, only people with the latest 3.x scripts can enjoy it that way. I personally prefer 2.92 for it's stability and lack of graphical glitches.

edit: I vote no on blood.