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Subject: Re: Texture advise, what do you think,  
Posted by [Slave](#) on Wed, 27 Jun 2007 17:11:33 GMT  
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More or less, yes.

A 3rd method of shiny exists. An example would be the commanche. It uses neither a bump or normal map. Works fairly well for smooth surfaces, and drains less processor.

Would it be possible to upload the blade part? So people could experiment with it to get the best shiny effect. That way we can all die in joy, when being sliced by one ingame.

That brings me to a new question, what mod will this be used in?

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