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Subject: Re: Bump Mapping

Posted by [Titan1x77](#) on Mon, 15 Oct 2007 02:23:25 GMT

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Alot of normal maps and bump maps have that appearance up close or from certain angles.

I made a complaint about UT3's normal mapping and parallax mapping having this wet look or "gel" look.

I backed off once i found out the textures are heavily compressed and a smaller res, hoping this gel look doesn't appear for bump/normal/parallax once the res is higher.

I think it's really just the way it works on most engines.

Blazea is right though, it's a fine line of setting the amount you want, in UT3, I think they went a lil overboard.

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