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Subject: Re: Bump Mapping

Posted by [saberhawk](#) on Tue, 16 Oct 2007 00:19:36 GMT

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Oblivion165 wrote on Sun, 14 October 2007 18:31

I am creating my bump maps just like I normally would for any bump map...I wonder why the WW made their bump mapping use clear gel?

Because they were lazy and used bump emboss mapping (a technique provided by the fixed function in Direct3D)

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