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Subject: Normal Map question

Posted by [R315r4z0r](#) on Sun, 28 Oct 2007 02:59:01 GMT

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Well I just learned how to apply normal maps with Canadacdn's tutorial on Renhelp, but I have a question..

Is it possible to apply normal maps to terrain textures? Or does it have to be vehicles? If you can, how? I already have a filter for a sand texture, how would I go about applying it?

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