Subject: Re: Apply a normal or bump-map in RenX
Posted by nopol10 on Sun, 24 Feb 2008 08:55:04 GMT

Look at circled area, the normal map is more obvious there:

File Attachments
1) normalhere.jpg, downloaded 652 times

NE

EVA
+100
100

Stealth Tank

Renegade

Credits: 9197