
Subject: Shaders Textures etc. (3DS MAX 8)

Posted by [mrŁŠÄ-z](#) on Sat, 21 Feb 2009 17:35:21 GMT

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Do anyone know how i apply Normal Maps, Bumps Maps for Renegade in 3DS MAX? look i took the CSS Char and he came out damn awesome with the normall map (i just loaded and exported the Model, i did nothing with the material)

File Attachments

1) [sldr.jpg](#), downloaded 535 times

