Subject: Re: Bump Map/Reflection for cliffs Posted by Occult13 on Tue, 08 Sep 2009 02:00:57 GMT View Forum Message <> Reply to Message

This is how the texture looks in LE with compute vertex solve:

**Toggle Spoiler** 

And here it is ingame:

**Toggle Spoiler** 

PD: I made that map in 10 minutes just for showing the problem, but the lighting is the one I'm going to use in my next map.

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