Subject: Re: Bumpmaps with shaders,dll?
Posted by saberhawk on Sat, 26 Sep 2009 01:02:24 GMT
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renalpha wrote on Fri, 25 September 2009 13:38the only difference are the edges, more shadow makes it look 3dimensional.

How very wrong. Lightmapping encodes the light color and intensity over an entire mesh as a whole, with fixed lights. Normal mapping (which is what is mentioned) encodes per-pixel normals into a texture and then the shader calculates the light amount/color/etc from the "dynamic" lights active at the time and as such allows lighting that depends on the camera position/orientation to occur. Specular highlights are one thing that certainly can't happen with lightmaps.