

---

Subject: Re: Normal maps and 4.0

Posted by [Jerad2142](#) on Tue, 13 Dec 2011 00:11:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Actually specular isn't that useful, it only really applies to shiny or smooth objects.

As long as you aren't being silly with lights (like matching their diffuse output with their ambient, which as a rule of thumb should be lower otherwise objects get shadowed wrong (unless indoors, special case for that obviously). As long as that condition is true normal maps should work perfectly fine, as they're just a more advanced form of bump maps.

---