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Subject: Photoshop Filters

Posted by [boma57](#) on Fri, 20 Feb 2004 04:05:24 GMT

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On a note unrelated to Photoshop but still related to the project I'm working on; Why don't bump maps work for me in 3DSMax? I'm not trying to get them to work in Renegade, just in a render...But no dice.

It seems to put a slight shadow on the mesh, but not actually affect the shape of it at all.

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