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Subject: Bump Mapping

Posted by [Oblivion165](#) on Sun, 14 Oct 2007 16:38:40 GMT

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Has anyone got a decent setting for bump mapping? Everything looks like its got a layer of slim on it if I use the "Realistic water tutorial".

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Subject: Re: Bump Mapping

Posted by [Blazea58](#) on Sun, 14 Oct 2007 19:53:15 GMT

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The slimy look with bump mapping seems to be caused usually from the amount of bumpscale you have. If you had 0.1 or less it probably wont come out so slimy, though it also wont look very 3d. The texture you use for the bump also has a huge impact on how it will look in the end. If you try making your bump map with black, white and grey shades of color, it seems to come out alot smoother since it is only determining hight and not giving you a combined look with that slimyness.

Here is a small example i made using a panoramic tile i created with a few images. The bump mapping itself though will always have a little bit of the slimeyness, but always depends how the texture is created.

This was the bump used for it all, just is emboss with alot of blurr and smoothness, if you wanted something different, the bump would have to be done differently also.

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Subject: Re: Bump Mapping

Posted by [Oblivion165](#) on Sun, 14 Oct 2007 23:31:02 GMT

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Bah that blows but thanks for the info.

I am creating my bump maps just like I normally would for any bump map...I wonder why the WW made their bump mapping use clear gel?

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Subject: Re: Bump Mapping

Posted by [Titan1x77](#) on Mon, 15 Oct 2007 02:23:25 GMT

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A lot of normal maps and bump maps have that appearance up close or from certain angles.

I made a complaint about UT3's normal mapping and parallax mapping having this wet look or "gel" look.

I backed off once I found out the textures are heavily compressed and a smaller res, hoping this gel look doesn't appear for bump/normal/parallax once the res is higher.

I think it's really just the way it works on most engines.

Blazea is right though, it's a fine line of setting the amount you want, in UT3, I think they went a little overboard.

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Subject: Re: Bump Mapping

Posted by [Canadacdn](#) on Mon, 15 Oct 2007 04:01:26 GMT

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Yeah, a lot of engines made around that time had that 'gel' look on their bump maps. The original Halo for PC had them too.

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Subject: Re: Bump Mapping

Posted by [Jerad2142](#) on Mon, 15 Oct 2007 13:28:09 GMT

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Actually I have found that for some reason the new shaders will screw with the bump mapping and make it look like crap, and sometimes they will load up fine (this might just be a Nvidia 8600 thing though).

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Subject: Re: Bump Mapping

Posted by [saberhawk](#) on Tue, 16 Oct 2007 00:19:36 GMT

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Oblivion165 wrote on Sun, 14 October 2007 18:31

I am creating my bump maps just like I normally would for any bump map...I wonder why the WW made their bump mapping use clear gel?

Because they were lazy and used bump emboss mapping (a technique provided by the fixed function in Direct3D)

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