Subject: Tut on Bump Mapping
Posted by Gen_Blacky on Sun, 27 Apr 2008 01:18:57 GMT
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Is there are tut on bump mapping to make thing shiny

Subject: Re: Tut on Bump Mapping
Posted by LR01 on Sun, 27 Apr 2008 08:13:23 GMT
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Never found one, well I tryed some meself, if there is a tut, I really missed it

Subject: Re: Tut on Bump Mapping
Posted by Jerad2142 on Mon, 28 Apr 2008 13:50:20 GMT
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I threw this together really fast this morning, ignore its crappyness:

File Attachments
1) pic.png, downloaded 2948 times

Renegade Material Editor
Properties
Pass 1
COMMAND & CONQUER RENEGADE
Vertex Material
Shader
Textures
Ambient:
Diffuse:
Specular:
Emissive:
Opacity: 1.0
Translucency 0.0
Shininess: 1.0
Specular To Diffuse
Stage 0 Mapping
Type: WS environmer
Args:
UV 1
Stage 1 Mapping
Type: UV
Args:
UV 1
Renegade Material Editor
Properties
Pass 1
COMMAND & CONQUER RENEGADE
Vertex Material
Shader
Textures
Blend
Blend Mode: Opaque
Custom
Src: One
Dest: Zero
Write ZBuffer
Alpha Test
Advanced
Pri Gradient:
Sec Gradient:
Defaults
Bump-Enviro
Depth Cmp:
Detail Color:
Pass LEqual
Add
Note the settings
Renegade Material Editor
Properties
Pass 1
COMMAND & CONQUER RENEGADE
Vertex Material
Shader
Textures
Stage 0 Texture
Map #1 (bump_water.tga)
Publish
Display
Clamp U
Clamp V
No LOD
Frames: 1
Rate: 15.0
Loop
Pass Hint: Base Texture
Alpha Bitmap
This texture create the bump effect
Stage 1 Texture (Detail Texture)
Map #2 (water_reflect.tga)
Publish
Display
Clamp U
Clamp V
No LOD
Frames: 1
Rate: 15.0
Loop
Pass Hint: Base Texture
Alpha Bitmap
This is the prima texture visible to the user
0 / 100
5
10
15
20

Subject: Re: Tut on Bump Mapping
Posted by HeavyX101- Left on Mon, 28 Apr 2008 19:27:06 GMT
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what is the difference from original texturing and this kind of one

Subject: Re: Tut on Bump Mapping
Posted by Gen_Blacky on Mon, 28 Apr 2008 22:12:02 GMT
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Thank you Jerad

Subject: Re: Tut on Bump Mapping
Posted by Blazea58 on Tue, 29 Apr 2008 01:53:22 GMT
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There is many different ways to bump map for renegade. If you were going for water it would be best with 2 passes so you can have the reflect also.

And if you want a decent effect without doing much, just hit M, use one pass like normally , get your texture in display, then change the shader type to edge and in the arg box type:
UseReflect=True
and/or UPerSec= or VPerSec= if you wanted it to scroll a tiny bit.

Here i copied this from an old post i had, makes it easier so you dont gotta dig around for it.

First you need these 3 textures

Then make a plane, Press M and setup 2 passes, do the 2nd pass changes first, then when done that apply the stage 1 texture and its settings.

BumpRotation=0.3

Also if you have level edit i highly suggest you go into C:Program files/ Renegade Public Tools/ How to/ W3d tutorials/Content/Vertex Material. That will explain all the types of settings allowed within renx and ren.