Subject: Bump Mapping!
Posted by Poskov on Tue, 21 Oct 2008 20:53:28 GMT
View Forum Message <> Reply to Message

When I installed scripts 3.4.4, I noticed that suddenly,
a certain type of water had bump mapping. Why is that?

And, how can I apply
said bump mapping to other textures/models?

Subject: Re: Bump Mapping!
Posted by Mauler on Tue, 28 Oct 2008 02:11:56 GMT
View Forum Message <> Reply to Message

First of you need a bump map for the texture you want to have a bump affect on, you can do this
with photo editing software. Once you have a bump map simply follow this tutorial (just dont't
apply any movement to any texture and bump map) and voila you have a bump map surface....
example screens of some bump map models

Subject: Re: Bump Mapping!
Posted by MGamer on Tue, 28 Oct 2008 06:22:44 GMT
View Forum Message <> Reply to Message

this is a pixel shader?

Subject: Re: Bump Mapping!
Posted by nopol10 on Tue, 28 Oct 2008 08:16:28 GMT
View Forum Message <> Reply to Message

It isn't.