
Subject: Shaders Textures etc. (3DS MAX 8)

Posted by [mréz](#) on Sat, 21 Feb 2009 17:35:21 GMT

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

Do anyone know how i apply Normal Maps, Bumps Maps for Renegade in 3DS MAX? look i took the CSS Char and he came out damn awesome with the normall map (i just loaded and exported the Model, i did nothing with the material)

File Attachments

1) [sldr.jpg](#), downloaded 353 times



Subject: Re: Shaders Textures etc. (3DS MAX 8)
Posted by [saberhawk](#) on Sun, 22 Feb 2009 01:32:24 GMT

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

madrackz wrote on Sat, 21 February 2009 12:35Do anyone know how i apply Normal Maps, Bumps Maps for Renegade in 3DS MAX? look i took the CSS Char and he came out damn awesome with the normall map (i just loaded and exported the Model, i did nothing with the material)

I'd really recommend not doing so for infantry with scripts 3.4.4 as you will find very strange issues cropping up. Best wait for scripts 4.

Subject: Re: Shaders Textures etc. (3DS MAX 8)

Posted by [mrÃ£Ã§Ã·z](#) on Sun, 22 Feb 2009 01:59:11 GMT

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

i see renegade gets some kickass graphics

Subject: Re: Shaders Textures etc. (3DS MAX 8)

Posted by [saberhawk](#) on Sun, 22 Feb 2009 02:10:42 GMT

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

madrackz wrote on Sat, 21 February 2009 20:59i see renegade gets some kickass graphics

You have no idea
