Subject: Normal maps and 4.0
Posted by Generalcamo on Mon, 12 Dec 2011 01:04:00 GMT
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Does 4.0 support normal maps? If not, will it be added in later?

Subject: Re: Normal maps and 4.0
Posted by Caveman on Mon, 12 Dec 2011 01:20:10 GMT
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What do you mean exactly.. Support what for normal maps?

Subject: Re: Normal maps and 4.0
Posted by iRANian on Mon, 12 Dec 2011 06:44:10 GMT
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He's referring to normal mapping, a technique in 3D graphics to fake detail into a model by faking the lighting of bumps and dents.

Subject: Re: Normal maps and 4.0
Posted by jonwil on Mon, 12 Dec 2011 09:11:14 GMT
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Last I heard from Saberhawk, no, the normal map shader is not working.

Subject: Re: Normal maps and 4.0
Posted by Aircraftkiller on Mon, 12 Dec 2011 20:11:44 GMT
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It's pretty useless anyhow without specular lighting to show off the details. Otherwise it's flat looking and doesn't really look quite right.

Subject: Re: Normal maps and 4.0
Posted by Generalcamo on Tue, 13 Dec 2011 00:02:47 GMT
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There was a shader that enabled specular lighting back in 3.4.4. It might still work.

EDIT: Here we go, it was in this ZIP, it is the FX file:

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http://www.fileden.com/files/2009/2/5/2307214/NormalMappedStuff2.2.rar

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Subject: Re: Normal maps and 4.0
Posted by Jerad2142 on Tue, 13 Dec 2011 00:11:32 GMT
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Actually specular isn't that useful, it only really applies to shiny or smooth objects.
As long as you aren't being silly with lights (like matching their diffuse output with their ambient, which as a rule of thumb should be lower otherwise objects get shadowed wrong (unless indoors, special case for that obviously). As long as that condition is true normal maps should work perfectly fine, as they're just a more advanced form of bump maps.

Subject: Re: Normal maps and 4.0
Posted by sla.ro(master) on Wed, 14 Dec 2011 10:21:37 GMT
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Normal maps is good for having a more detailed game, this shader can make the difference between a old and new game. having this technology will give to ren a more cool look, more shaders can make game nicer (slower performance) but too many can make game unstable.

example of normal maps

Subject: Re: Normal maps and 4.0
Posted by Aircraftkiller on Thu, 15 Dec 2011 08:30:30 GMT
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Except as I said; without specularity it's nearly useless. It's not worth the performance drop.
Furthermore, you'd need to find someone who actually knows how to make good normal maps.
You're not going to get good ones simply by running the Renegade textures through the Nvidia
Photoshop filter. The best normal maps come from digital sculpting or good photo-manipulation,
not from 1998-2002 textures which have lighting pre-baked into them - which fucks over proper
normals.

Renegade's textures are all pre-built lighting anyhow, so they'd look like ass with normal maps.
Proper usage of normal maps:

Diffuse texture lacks lighting
Specular lighting highlights the surface of the model via a custom shader
Normal maps define the surface detail

Subject: Re: Normal maps and 4.0
Posted by Generalcamo on Sun, 18 Dec 2011 14:58:43 GMT

OK, but we could still use them. Your mammoth tank for example did not have prebaked lighting. And I think on vehicles specularity is enabled. If not, then maybe saberhawk could work them out.