
Subject: Photoshop Filters

Posted by [boma57](#) on Fri, 20 Feb 2004 03:42:06 GMT

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I've been using Render > Lighting Effects to employ the use of the Alpha Channel (for giving depth to the main layer, not for transparency), but lighting effects gives me shadows that makes repeating textures look like crap.

Can I get the same effect without the shadows? (Yeah, I changed the lighting type to Omni, but it still gives off some shadows. Is there another way?)

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Posted by [boma57](#) on Fri, 20 Feb 2004 04:05:24 GMT

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On a note unrelated to Photoshop but still related to the project I'm working on; Why don't bump maps work for me in 3DSMax? I'm not trying to get them to work in Renegade, just in a render...But no dice.

It seems to put a slight shadow on the mesh, but not actually affect the shape of it at all.

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Posted by [--oo00o00oo--](#) on Fri, 20 Feb 2004 05:41:00 GMT

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for your bump problem....maybe increase the bump scale value? just a guess. i dont know max as well as i would like. i know maya so things are different.

Subject: Photoshop Filters

Posted by [boma57](#) on Fri, 20 Feb 2004 11:40:11 GMT

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If I increase the bump value, it'll give the expected effect on the preview sphere in the material editor, but on the actual mesh I apply it too, it still doesn't create and actual reshaping, just the same shadow effect (As if it just overlaid the bumpmap onto the texture).

I think I remember having and fixing this problem before, but it's been awhile since I've worked in Max, so I forget what it was.
