
Subject: Re: looking for someone who can make bump maps

Posted by [Jerad2142](#) on Mon, 04 Dec 2006 05:44:30 GMT

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And here are the last five and the primary texture I used:

File Attachments

- 1) [pwr_metal_beam1.W3D](#), downloaded 104 times
 - 2) [ref_corg.W3D](#), downloaded 64 times
 - 3) [ref_gdi_logo.W3D](#), downloaded 99 times
 - 4) [ref_pipe.W3D](#), downloaded 73 times
 - 5) [V_Nod_Flame.W3D](#), downloaded 81 times
 - 6) [reflect3.tga](#), downloaded 83 times
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