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Subject: Re: Normal maps

Posted by [JohnDoe](#) on Sun, 17 Jun 2007 11:04:59 GMT

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Thanks for the tutorial, but I've got a newbie question:

Quote:Ok, so first, we need convert all the textures for the model into Normal map textures in photoshop.

OK where do I get the complete list of textures a model uses? For exemple I only knew of 2 textures for the Stank...the body and the canopy, yet there are more than two names of 'values' in the wdump thingy. 'Material #378' is one, 'tread' is another...what's their purpose?

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