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Subject: Re: Texture advise, what do you think,  
Posted by [nopol10](#) on Wed, 27 Jun 2007 10:35:31 GMT

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It will be smooth as long as the texture is smooth before you convert it to a normal map. Normal mapped weapons are wayyyy cooler than unnormalmapped (if that's a word) ones. In fact, my normal mapped Rene pistol looks like it came out from CoD3 (without HDR)

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Yeah, no blood, spoils everything.

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