
Subject: Re: Texture advise, what do you think,
Posted by [jamiejrg](#) on Wed, 27 Jun 2007 16:28:17 GMT
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ok, this whole normal map vs bump map. I know nothing of them both. But, this is exactly why i made this thread. I need to learn how to do all of these things.

edit So this is just a little example of what a bump map might look like in my mind. Just did this quick and it's only for the blade itself

This is the normal unwrap, yes look at my 1337 unwrapping skillz

This would make the blade shiny then, with the right settings?

Jamie
