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Subject: Re: Bump Mapping

Posted by [Blazea58](#) on Sun, 14 Oct 2007 19:53:15 GMT

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The slimey look with bump mapping seems to be caused usually from the amount of bumpscale you have. If you had 0.1 or less it probably wont come out so slimey, though it also wont look very 3d. The texture you use for the bump also has a huge impact on how it will look in the end. If you try making your bump map with black, white and grey shades of color, it seems to come out alot smoother since it is only determining hight and not giving you a combined look with that slimyness.

Here is a small example i made using a panoramic tile i created with a few images. The bump mapping itself though will always have a little bit of the slimeyness, but always depends how the texture is created.

This was the bump used for it all, just is emboss with alot of blurr and smoothness, if you wanted something different, the bump would have to be done differently also.