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Subject: Re: Apply a normal or bump-map in RenX  
Posted by [nopol10](#) on Sun, 24 Feb 2008 01:09:07 GMT  
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For normal maps, you'd have to use shaders (can't make normal maps in RenX).

Follow this tutorial:

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=111>

For bump maps, follow this tutorial on water, the same technique can be applied for other materials:

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=42>

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