Subject: Re: Apply a normal or bump-map in RenX
Posted by nopol10 on Sun, 24 Feb 2008 08:55:04 GMT
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Look at circled area, the normal map is more obvious there:

File Attachments

1) normalhere.jpg, downloaded 431 times

Stealth Tank
Renegade
NE
EVA
100
100
Credits: 9197