Subject: Re: Tut on Bump Mapping
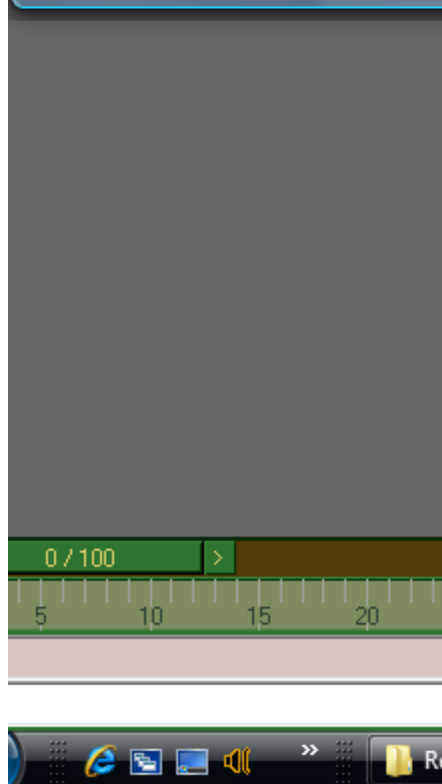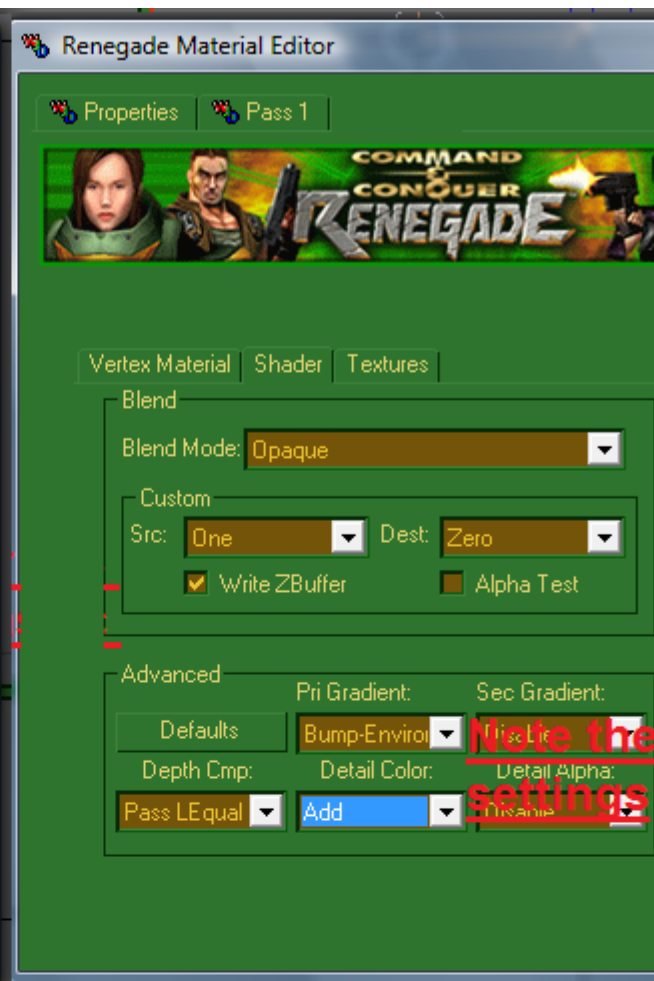Posted by Jerad2142 on Mon, 28 Apr 2008 13:50:20 GMT
View Forum Message <> Reply to Message

I threw this together really fast this morning, ignore its crappyness:

File Attachments
1) pic.png, downloaded 2932 times

Renegade Material Editor

Properties | Pass 1

COMMAND & CONQUER RENEGADE

Vertex Material | Shader | Textures

Ambient:
Diffuse:
Specular:
Emissive:

Opacity: 1.0
Translucency: 0.0
Shininess: 1.0

Specular To Diffuse

Stage 0 Mapping
Type: WS environmen
Args:
UV 1

Stage 1 Mapping
Type: UV
Args:
UV 1

Renegade Material Editor

Properties | Pass 1

COMMAND & CONQUER RENEGADE

Vertex Material | Shader | Textures

Blend
Blend Mode: Opaque

Custom
Src: One   Dest: Zero
Write ZBuffer   Alpha Test

Advanced
Defaults
Pri Gradient: Bump-Enviror
Sec Gradient: Disable
Depth Cmp: Pass LEqual
Detail Color: Add
Detail Alpha: Disable

Note the settings

Renegade Material Editor

Properties | Pass 1

COMMAND & CONQUER RENEGADE

Vertex Material | Shader | Textures

Stage 0 Texture
Map #1 (bump_water.tga)   Publish   Display
Clamp U   Clamp V   No LOD
Frames: 1   Rate: 15.0   Loop
Pass Hint: Base Texture   Alpha Bitmap

Stage 1 Texture (Detail Texture)
Map #2 (water_reflect.tga)   Publish   Display
Clamp U   Clamp V   No LOD
Frames: 1   Rate: 15.0   Loop
Pass Hint: Base Texture   Alpha Bitmap

This texture create the bump effect

This is the prima texture visible to the user

From:
cted
ied
ibrary
System
erials
t Only

0 / 100
5   10   15   20

Water.gmax