Subject: Re: Look! Posted by Slave on Sat, 24 May 2008 12:17:32 GMT View Forum Message <> Reply to Message

http://ati.amd.com/developer/sdk/radeonsdk/html/tools/toolsplugins.html

Give it a greyscale texture, and it will spit out a normal map. Black is low, white is high.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums