
Subject: Re: Look!

Posted by [saberhawk](#) on Sat, 24 May 2008 22:19:44 GMT

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madrackz wrote on Sat, 24 May 2008 06:21Saberhawk how did they made the purple Texture???
(Yes this way i used to make these shaders work =D
Use the Normal Map filter from the NVIDIA DDS Plugin for Photoshop
(<http://developer.nvidia.com>)
