Subject: Re: Look!
Posted by Samous Mods on Sun, 25 May 2008 06:00:15 GMT

Saberhawk wrote on Sat, 24 May 2008 17:19madrackz 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)
didnt worked for me, there too many settings.
same blue-white shit with that AMD tools also