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Subject: Re: Bump Mapping!

Posted by [Mauler](#) on Tue, 28 Oct 2008 02:11:56 GMT

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First of you need a bump map for the texture you want to have a bump affect on, you can do this with photo editing software. Once you have a bump map simply follow this tutorial (just dont't apply any movement to any texture and bump map) and voila you have a bump map surface.... example screens of some bump map models

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