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Subject: Bump Map/Reflection for cliffs

Posted by [Occult13](#) on Tue, 08 Sep 2009 01:12:15 GMT

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Hey there;

Is it right to add bump maps to some parts of a map, like a cliff, to save some polys? If it is, any idea about how to make it look good? The realistic water tutorial helped me, yet I modified it a bit.

But the problem comes when computing vertex solve. As with water, it turns into you yoghurt. Basically, I added a material with two passes in 3ds max, pretty much like the water, then made the bumpenv static by modifying the args and adding my own textures. The result is very good, as you'll see later. But if I want to apply it to parts of my map which will have a certain illumination... I guess I'm screwed. So basically, do you guys know of any way to make bump maps/reflection for your map? I'm very thankful.

Here, have pics:

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