
Subject: Bumpmaps with shaders,dll?

Posted by [Spyder](#) on Thu, 24 Sep 2009 11:16:13 GMT

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Ok, so I'm back for a short while now. Few weeks ago I started messing around with 3DS Max again. I wanted to learn some more about texturing objects. Started looking on the internetz and found a rather interesting article on bumpmapping. Then I realized that Renegade doesn't have this feature, but games like UT3, Oblivion, Crysis etc. do support this. I also figured that Renegade would probably look a bit better if it would support bumpmapping.

I started looking for a shader file, like the normalmapping, but couldn't find anything related to bumpmaps.

So, my question (finally), does Renegade have any shader file which is able to create this effect. And, if not, is it possible to make one?

For the newbs, this is bumpmapping:
(Bottom is regular texture, top is bumpmapped texture)
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