Subject: Re: Normal maps and 4.0
Posted by Aircraftkiller on Thu, 15 Dec 2011 08:30:30 GMT
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Except as I said; without specularity it's nearly useless. It's not worth the performance drop. Furthermore, you'd need to find someone who actually knows how to make good normal maps. You're not going to get good ones simply by running the Renegade textures through the Nvidia Photoshop filter. The best normal maps come from digital sculpting or good photo-manipulation, not from 1998-2002 textures which have lighting pre-baked into them - which fucks over proper normals.

Renegade's textures are all pre-built lighting anyhow, so they'd look like ass with normal maps. Proper usage of normal maps:

Diffuse texture lacks lighting
Specular lighting highlights the surface of the model via a custom shader
Normal maps define the surface detail