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Subject: Bump Mapping with Vertex solve  
Posted by [Titan1x77](#) on Sat, 17 Jan 2004 20:34:16 GMT  
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Ive tried bump mapping an alpha water and you need to hide it before vertex solve.

When i go to bump map walls,with no alpha....It turns white after you compute vertex solve...is there anyway to get around this besides hiding it?

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