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Subject: Photoshop Filters

Posted by [boma57](#) on Fri, 20 Feb 2004 11:40:11 GMT

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If I increase the bump value, it'll give the expected effect on the preview sphere in the material editor, but on the actual mesh I apply it too, it still doesn't create and actual reshaping, just the same shadow effect (As if it just overlaid the bumpmap onto the texture).

I think I remember having and fixing this problem before, but it's been awhile since I've worked in Max, so I forget what it was.

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