Subject: Nice tutorial for displacement maps using PS
Posted by Anonymous on Wed, 08 Jan 2003 18:54:00 GMT
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http://www.polykarbon.com/tutorials/dis placement/displacement.htm "I can only show you the door, you must walk through it.." [January 08, 2003, 19:03: Message edited by: StoneRook]

Subject: Nice tutorial for displacement maps using PS
Posted by Anonymous on Wed, 08 Jan 2003 19:04:00 GMT
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Awesome   Those Screen and Multiply blend modes will be VERY useful, I didn't even know they were there before   [January 08, 2003, 19:07: Message edited by: Taximes]

Subject: Nice tutorial for displacement maps using PS
Posted by Anonymous on Wed, 08 Jan 2003 19:08:00 GMT
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yup -- quick way to make alpha channels in PS...*hint hint*