Subject: looking for someone who can make bump maps
Posted by jonwil on Mon, 04 Dec 2006 04:14:26 GMT
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I am looking for someone who can make bump maps (and will be able to make the needed maps ASAP since we need them right away

If you dont know how to make bump maps (or dont know what bump maps are), dont post in this thread. Only post in this thread if you can help with the bump maps we need.

Subject: Re: looking for someone who can make bump maps
Posted by Blazea58 on Mon, 04 Dec 2006 04:42:46 GMT
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It really depends what your looking for here. I can do bump mapping in renx if thats what you mean. I can make bump map textures from an image itself , but this is something that requires a bit of fine tuning and practice to get the right effects.

 It really depends what the base texture is.
  http://img.photobucket.com/albums/v160/blazea58/LevelEdit2006-08-3112-19-19-81.j pg

Thats an example.

Subject: Re: looking for someone who can make bump maps
Posted by jonwil on Mon, 04 Dec 2006 04:44:43 GMT
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We need actual bump maps (aka height maps) made from actual textures.
Specifically, we need bump maps for the following textures from stock renegade:
atr_metal02
emp_bags
gd_metl
gdi_base
gdi_con
gdi_trim
hnd_cndt
hpad_bolt
ob_ribs
pwr_mtl_beam01
ref_corg
ref_gdilogo
ref_pipe
v_nod_flame

Subject: Re: looking for someone who can make bump maps
Posted by Jerad2142 on Mon, 04 Dec 2006 05:02:10 GMT
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Do you want it in .w3d or RenX.

Subject: Re: looking for someone who can make bump maps
Posted by Jerad2142 on Mon, 04 Dec 2006 05:42:25 GMT
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Well here are the first 10:

```
File Attachments
1)  atr_metal2.W3D, downloaded 106 times
2)  emp_bages.W3D, downloaded 85 times
3)  gd_metal_box.W3D, downloaded 103 times
4)  gdi_base.W3D, downloaded 91 times
5)  gdi_con.W3D, downloaded 82 times
6)  gdi_metal.W3D, downloaded 151 times
7)  gdi_trim.W3D, downloaded 87 times
8)  hnd_cntd.W3D, downloaded 86 times
9)  hpad_bolt.W3D, downloaded 90 times
10)  ob_ribs.W3D, downloaded 82 times
```

Subject: Re: looking for someone who can make bump maps
Posted by Jerad2142 on Mon, 04 Dec 2006 05:44:30 GMT
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And here are the last five and the primary texture I used:

```
File Attachments
1)  pwr_metal_beam1.W3D, downloaded 131 times
2)  ref_corg.W3D, downloaded 89 times
3)  ref_gdi_logo.W3D, downloaded 125 times
4)  ref_pipe.W3D, downloaded 99 times
5)  V_Nod_Flame.W3D, downloaded 107 times
6)  reflect3.tga, downloaded 110 times
```

Subject: Re: looking for someone who can make bump maps
Posted by saberhawk on Mon, 04 Dec 2006 07:42:51 GMT
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Not has been being looked for. We need actual bumpmap textures painted for those textures, not

a grayscale versions of the textures, not w3d files with a bump map applied to them.

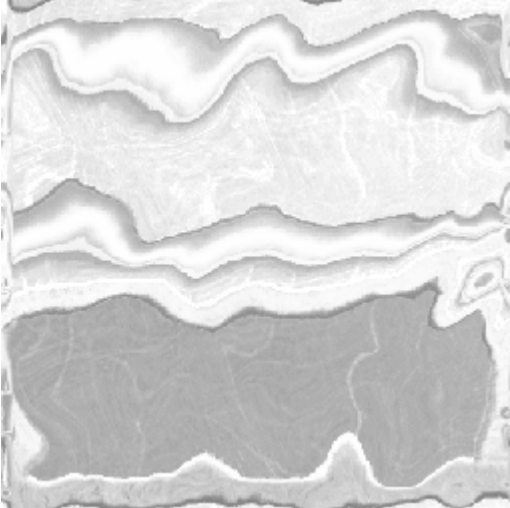Subject: Re: looking for someone who can make bump maps
Posted by Jerad2142 on Mon, 04 Dec 2006 08:19:24 GMT
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Like This:

```
File Attachments
1) gdi_base.png, downloaded 333 times
```

Subject: Re: looking for someone who can make bump maps
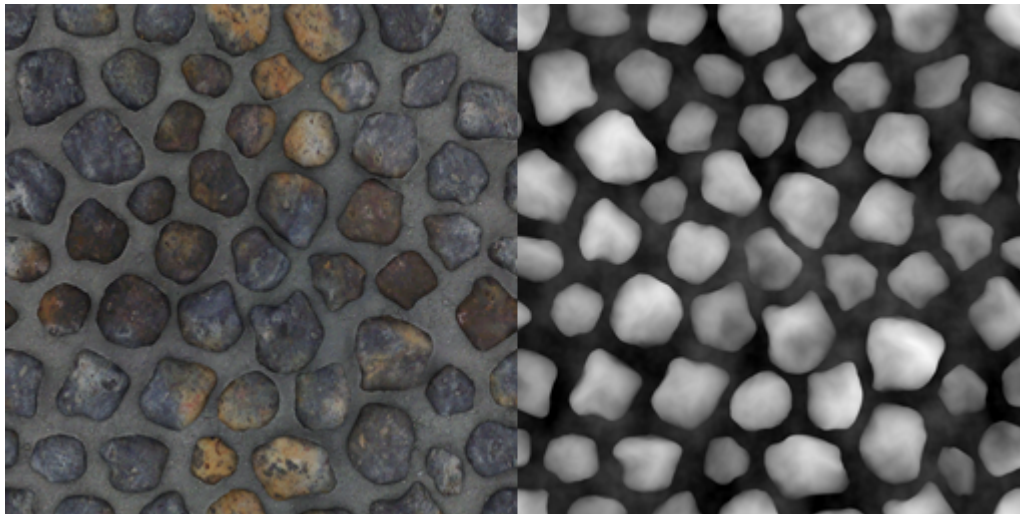Posted by saberhawk on Mon, 04 Dec 2006 08:38:31 GMT
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More like (texture on the left, bumpmap/heightmap on the right)

```
File Attachments
1) heightmap.png, downloaded 318 times
```

Subject: Re: looking for someone who can make bump maps
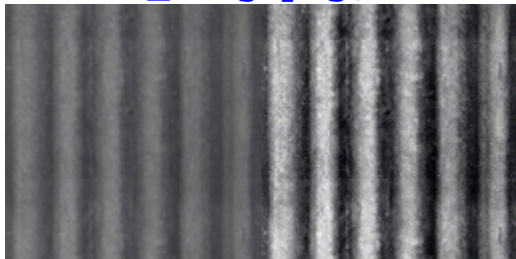Posted by Jerad2142 on Mon, 04 Dec 2006 16:00:15 GMT

So you are looking for this:

If so I did all 15 of them.

File Attachments
1) ref_corg.png, downloaded 310 times

2) HeightMaps.zip, downloaded 81 times

Subject: Re: looking for someone who can make bump maps
Posted by Jerad2142 on Mon, 04 Dec 2006 21:34:20 GMT

So was that what you wanted?

Subject: Re: looking for someone who can make bump maps

Posted by Blazea58 on Tue, 05 Dec 2006 05:07:30 GMT

Lol even more picky then that. He wants hight maps and not bump maps so thats why the two are confused. Bump maps just take greyscale and give sharpening, where as hightmap has to be created from scratch based soley on elevation and where the light would hit off it.

 The only way you can really do it properly is to use a program to generate it based on the photo. There could be some photoshop plugins specially for it, but otherwise i have yet to run into any. So i garuntee those aren't what hes looking for as that ref_corgs elevation map would be 100% black where it dips in then pure white for the very center and a gradient blend for the rest of the shades.

 I am pretty sure by now hes already solved the problem, otherwise maybe someone will grab the photoshop plugin and get those done for him.

Subject: Re: looking for someone who can make bump maps
Posted by Jerad2142 on Tue, 05 Dec 2006 05:43:02 GMT

I guessed as much.