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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.

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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](http://img.photobucket.com/albums/v160/blazea58/LevelEdit2006-08-3112-19-19-81.jpg)

Thats an example.

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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

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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.

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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

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- 1) [atr\\_metal2.W3D](#), downloaded 61 times
  - 2) [emp\\_bages.W3D](#), downloaded 41 times
  - 3) [gd\\_metal\\_box.W3D](#), downloaded 58 times
  - 4) [gdi\\_base.W3D](#), downloaded 47 times
  - 5) [gdi\\_con.W3D](#), downloaded 38 times
  - 6) [gdi\\_metal.W3D](#), downloaded 89 times
  - 7) [gdi\\_trim.W3D](#), downloaded 43 times
  - 8) [hnd\\_cntd.W3D](#), downloaded 42 times
  - 9) [hpad\\_bolt.W3D](#), downloaded 44 times
  - 10) [ob\\_ribs.W3D](#), downloaded 35 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

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- 1) [pwr\\_metal\\_beam1.W3D](#), downloaded 89 times
  - 2) [ref\\_corg.W3D](#), downloaded 45 times
  - 3) [ref\\_gdi\\_logo.W3D](#), downloaded 81 times
  - 4) [ref\\_pipe.W3D](#), downloaded 56 times
  - 5) [V\\_Nod\\_Flame.W3D](#), downloaded 50 times
  - 6) [reflect3.tga](#), downloaded 66 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.

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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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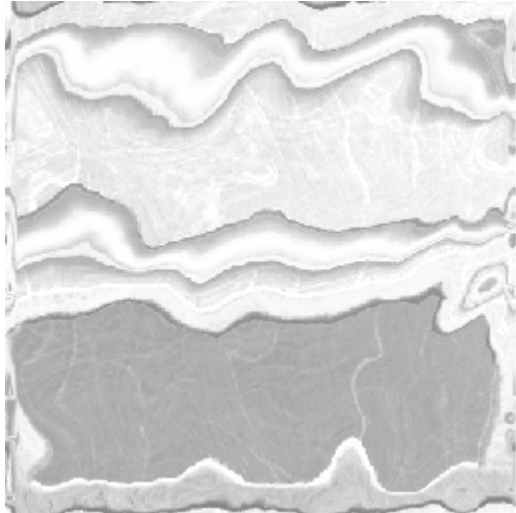
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Like This:

### File Attachments

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1) [gdi\\_base.png](#), downloaded 234 times



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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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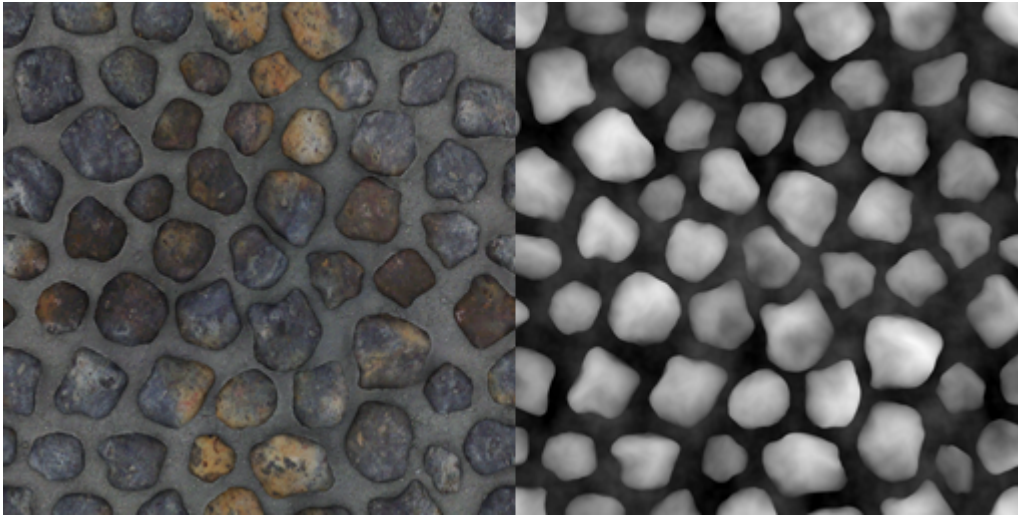
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More like (texture on the left, bumpmap/heightmap on the right)

### File Attachments

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1) [heightmap.png](#), downloaded 219 times



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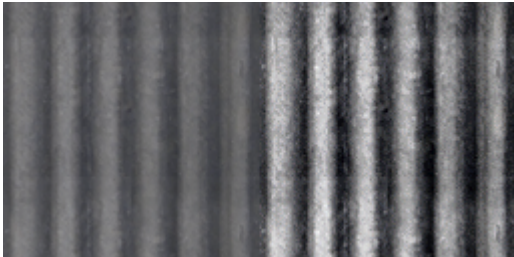
Subject: Re: looking for someone who can make bump maps  
Posted by [Jerad2142](#) on Mon, 04 Dec 2006 16:00:15 GMT  
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So you are looking for this:

If so I did all 15 of them.

#### File Attachments

1) [ref\\_corg.png](#), downloaded 209 times



2) [HeightMaps.zip](#), downloaded 27 times

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Subject: Re: looking for someone who can make bump maps  
Posted by [Jerad2142](#) on Mon, 04 Dec 2006 21:34:20 GMT  
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So was that what you wanted?

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

Posted by [Blazea58](#) on Tue, 05 Dec 2006 05:07:30 GMT

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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.

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

Posted by [Jerad2142](#) on Tue, 05 Dec 2006 05:43:02 GMT

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I guessed as much.

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