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

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 181 times
 - 2) [emp_bages.W3D](#), downloaded 171 times
 - 3) [gd_metal_box.W3D](#), downloaded 177 times
 - 4) [gdi_base.W3D](#), downloaded 172 times
 - 5) [gdi_con.W3D](#), downloaded 161 times
 - 6) [gdi_metal.W3D](#), downloaded 223 times
 - 7) [gdi_trim.W3D](#), downloaded 158 times
 - 8) [hnd_cntd.W3D](#), downloaded 164 times
 - 9) [hpad_bolt.W3D](#), downloaded 170 times
 - 10) [ob_ribs.W3D](#), downloaded 157 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 208 times
 - 2) [ref_corg.W3D](#), downloaded 177 times
 - 3) [ref_gdi_logo.W3D](#), downloaded 202 times
 - 4) [ref_pipe.W3D](#), downloaded 181 times
 - 5) [V_Nod_Flame.W3D](#), downloaded 203 times
 - 6) [reflect3.tga](#), downloaded 202 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

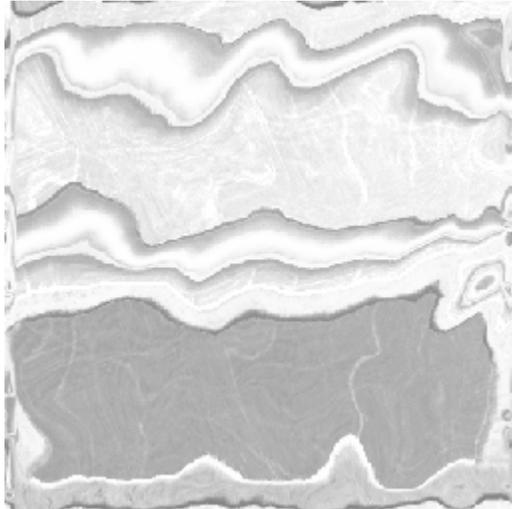
Posted by [Jerad2142](#) on Mon, 04 Dec 2006 08:19:24 GMT

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Like This:

File Attachments

1) [gdi_base.png](#), downloaded 579 times



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

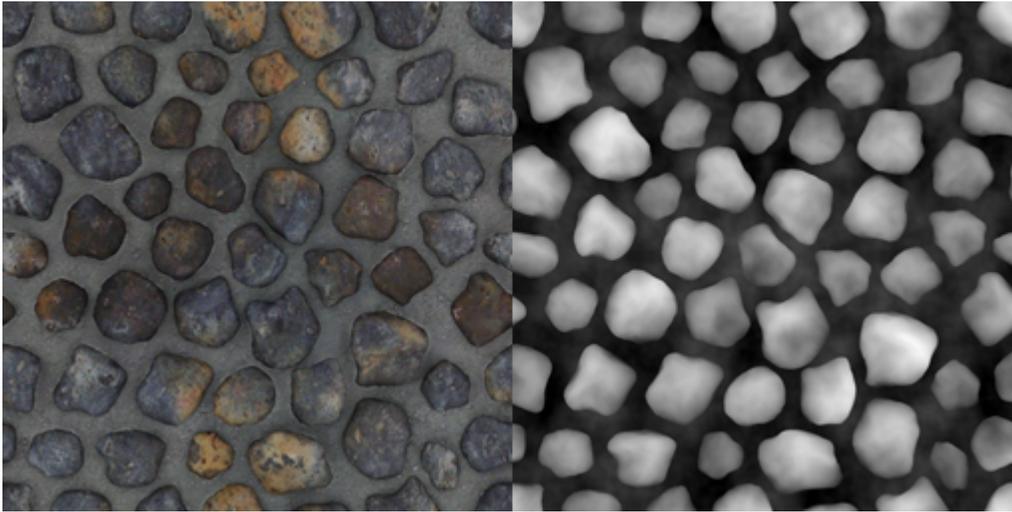
Posted by [saberhawk](#) on Mon, 04 Dec 2006 08:38:31 GMT

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

File Attachments

1) [heightmap.png](#), downloaded 568 times



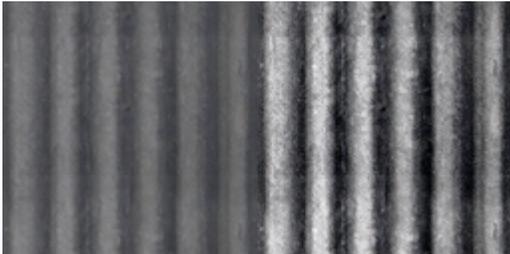
Subject: Re: looking for someone who can make bump maps
Posted by [Jerad2142](#) on Mon, 04 Dec 2006 16:00:15 GMT
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So you are looking for this:

If so I did all 15 of them.

File Attachments

1) [ref_corg.png](#), downloaded 550 times



2) [HeightMaps.zip](#), downloaded 168 times

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?

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.

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.
