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Subject: Normal Map question

Posted by [R315r4z0r](#) on Sun, 28 Oct 2007 02:59:01 GMT

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Well I just learned how to apply normal maps with Canadacd's tutorial on Renhelp, but I have a question..

Is it possible to apply normal maps to terrain textures? Or does it have to be vehicles? If you can, how? I already have a filter for a sand texture, how would I go about applying it?

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Subject: Re: Normal Map question

Posted by [nopol10](#) on Sun, 28 Oct 2007 09:03:09 GMT

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It is possible to apply it to terrain. All you need to do is follow the same steps except that you use the map's w3d file instead. The problem is that if the map is originally from Westwood, the Lightmaps will prevent it from being applied.

Note that this will only apply the normal map for the terrain on that map unless every map's sand terrain (the 3d mesh) has the same name (obviously not).

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