Subject: Apply a normal or bump-map in RenX
Posted by Veyrdite on Sat, 23 Feb 2008 03:07:06 GMT
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How is this performed? I want to make a stone block with lots of cracks and deformations on it without having to do it with polygons.

I know you can do a lot more with a normal map, as you can specify X, Y and X coords compared to just depth in a bump-map, but do normal-maps lower the FPS more (than bump-maps) in Renegade?

Subject: Re: Apply a normal or bump-map in RenX
Posted by nopol10 on Sat, 23 Feb 2008 04:25:13 GMT
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Normal maps do lower the frame rate more than the bump maps applied in RenX. This becomes obvious at higher resolutions (on average computers that is).

Subject: Re: Apply a normal or bump-map in RenX
Posted by Veyrdite on Sun, 24 Feb 2008 00:12:56 GMT
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Doesn't anyone know?   I thought most of the Renegade 3D enthusiasts knew how to apply one.

Subject: Re: Apply a normal or bump-map in RenX
Posted by nopol10 on Sun, 24 Feb 2008 01:09:07 GMT
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For normal maps, you'd have to use shaders (can't make normal maps in RenX).
Follow this tutorial:
http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=111

For bump maps, follow this tutorial on water, the same technique can be applied for other materials:
http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=42

Subject: Re: Apply a normal or bump-map in RenX
Posted by Veyrdite on Sun, 24 Feb 2008 01:13:39 GMT
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Thankyou Nopol.

Subject: Re: Apply a normal or bump-map in RenX
Posted by Canadacdn on Sun, 24 Feb 2008 01:44:50 GMT
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nopol10 wrote on Sat, 23 February 2008 19:09For normal maps, you'd have to use shaders (can't make normal maps in RenX).
Follow this tutorial:
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For bump maps, follow this tutorial on water, the same technique can be applied for other materials:
http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=42

Horray! Someone is using my tutorial!

Subject: Re: Apply a normal or bump-map in RenX
Posted by Veyrdite on Sun, 24 Feb 2008 07:04:59 GMT
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Your normal-mapped stank doesn't look any different from the normal Stealth Tank.
EDIT: file:///C:/Program%20Files/RenegadePublicTools/HowTo/W3D%20Tutorials/content/ver
tex_material.htm

Subject: Re: Apply a normal or bump-map in RenX
Posted by nopol10 on Sun, 24 Feb 2008 08:55:04 GMT
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Look at circled area, the normal map is more obvious there:

File Attachments
1) normalhere.jpg, downloaded 297 times

NE

Stealth Tank

Renegade

Credits: 9197

EVA

+100
100