
Subject: Tut on Bump Mapping

Posted by [Gen_Blacky](#) on Sun, 27 Apr 2008 01:18:57 GMT

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Is there are tut on bump mapping to make thing shiny

Subject: Re: Tut on Bump Mapping

Posted by [LR01](#) on Sun, 27 Apr 2008 08:13:23 GMT

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Never found one, well I tryed some meself, if there is a tut, I really missed it

Subject: Re: Tut on Bump Mapping

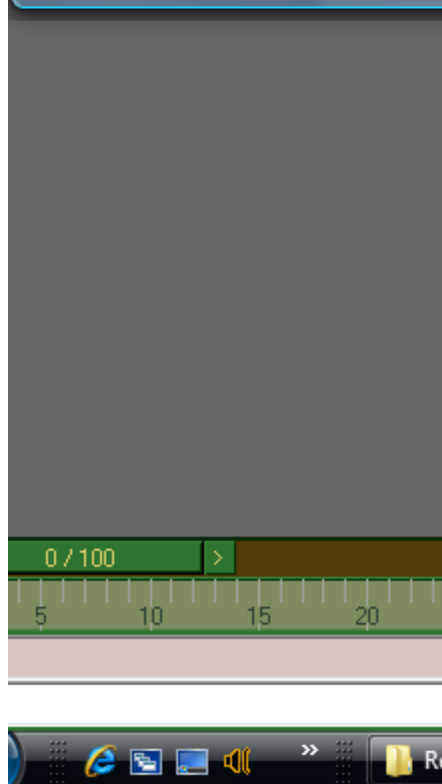
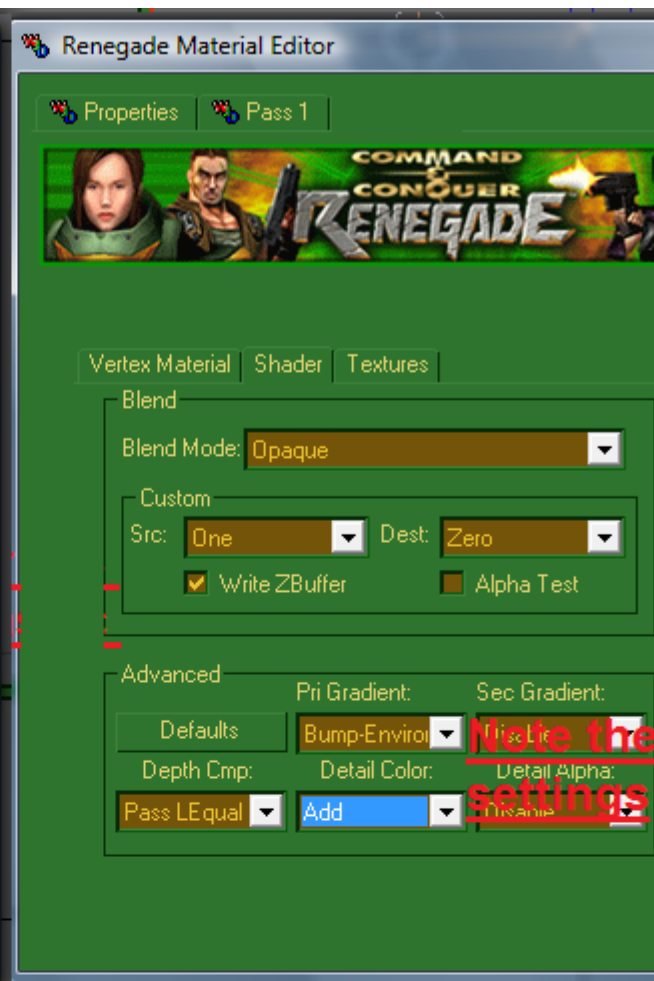
Posted by [Jerad2142](#) on Mon, 28 Apr 2008 13:50:20 GMT

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I threw this together really fast this morning, ignore its crappyness:

File Attachments

1) [pic.png](#), downloaded 2890 times



Subject: Re: Tut on Bump Mapping
Posted by [HeavyX101- Left](#) on Mon, 28 Apr 2008 19:27:06 GMT
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what is the difference from original texturing and this kind of one

Subject: Re: Tut on Bump Mapping
Posted by [Gen_Blacky](#) on Mon, 28 Apr 2008 22:12:02 GMT
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Thank you Jerad

Subject: Re: Tut on Bump Mapping
Posted by [Blazea58](#) on Tue, 29 Apr 2008 01:53:22 GMT
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There is many different ways to bump map for renegade. If you were going for water it would be best with 2 passes so you can have the reflect also.

And if you want a decent effect without doing much, just hit M, use one pass like normally , get your texture in display, then change the shader type to edge and in the arg box type:

UseReflect=True

and/or UPerSec= or VPerSec= if you wanted it to scroll a tiny bit.

Here i copied this from an old post i had, makes it easier so you dont gotta dig around for it.

First you need these 3 textures

Then make a plane, Press M and setup 2 passes, do the 2nd pass changes first, then when done that apply the stage 1 texture and its settings.

BumpRotation=0.3

Also if you have level edit i highly suggest you go into C:Program files/ Renegade Public Tools/ How to/ W3d tutorials/Content/Vertex Material. That will explain all the types of settings allowed within renx and ren.
