Subject: Tut on Bump Mapping
Posted by Gen_Blacky on Sun, 27 Apr 2008 01:18:57 GMT

View Forum Message <> Reply to Message

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
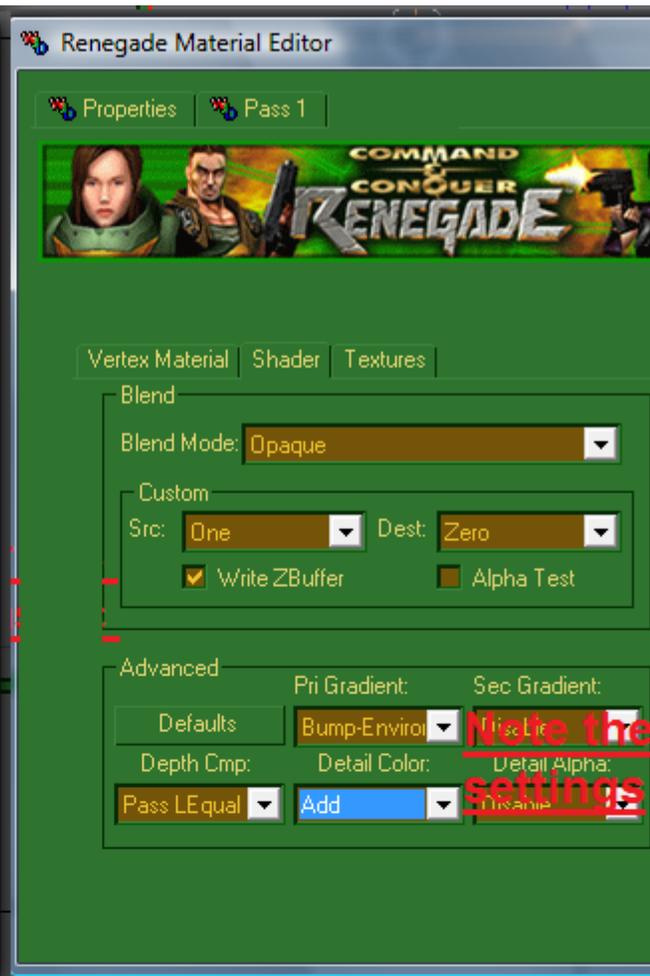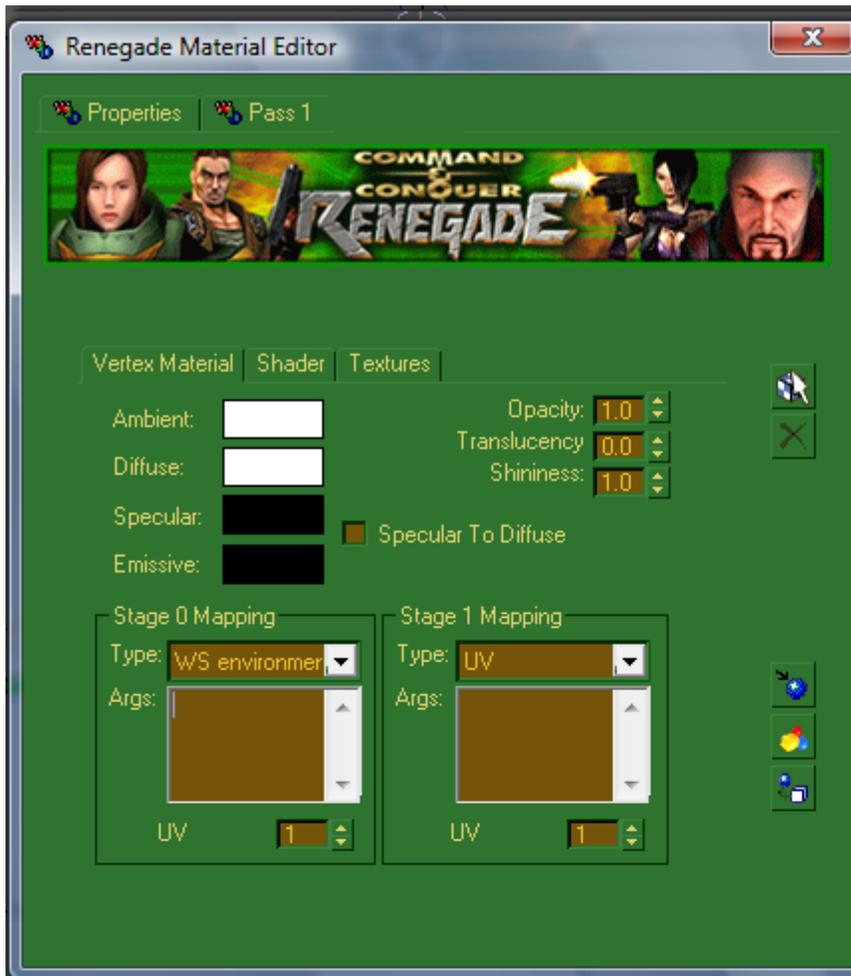
View Forum Message <> Reply to Message

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
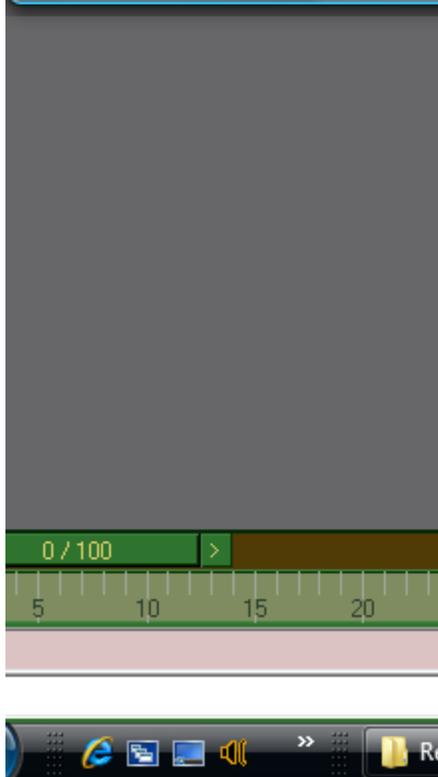
View Forum Message <> Reply to Message

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

File Attachments
1) pic.png, downloaded 3006 times

Renegade Material Editor

Properties | Pass 1

Vertex Material | Shader | Textures

Ambient: [ ]
Diffuse: [ ]
Specular: [ ]
Emissive: [ ]

Opacity: 1.0
Translucency: 0.0
Shininess: 1.0

☐ Specular To Diffuse

Stage 0 Mapping
Type: WS environmen ▼
Args: [ ]
UV: 1

Stage 1 Mapping
Type: UV ▼
Args: [ ]
UV: 1

Renegade Material Editor

Properties | Pass 1

Vertex Material | Shader | Textures

Blend

Blend Mode: Opaque ▼

Custom
Src: One ▼   Dest: Zero ▼
☑ Write ZBuffer   ☐ Alpha Test

Advanced
Defaults
Pri Gradient: Bump-Enviror ▼
Sec Gradient: Disable
Depth Cmp: Pass LEqual ▼
Detail Color: Add
Detail Alpha: Disable

Note the settings

Renegade Material Editor

Properties | Pass 1

Vertex Material | Shader | **Textures**

☑ Stage 0 Texture
Map #1 (bump_water.tga)   Publish | Display
Clamp U | Clamp V | No LOD
Frames: 1   Rate: 15.0   Loop ▼
Pass Hint: Base Texture ▼   Alpha Bitmap

☑ Stage 1 Texture (Detail Texture)
Map #2 (water_reflect.tga)   Publish | Display
Clamp U | Clamp V | No LOD
Frames: 1   Rate: 15.0   Loop ▼
Pass Hint: Base Texture ▼   Alpha Bitmap

This texture creates the bump effect

This is the primary texture visible to the user

From:
e
cted
ied
ibrary
System

erials
s
t Only

0 / 100   >

5   10   15   20

Subject: Re: Tut on Bump Mapping
Posted by HeavyX101- Left on Mon, 28 Apr 2008 19:27:06 GMT
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

Thank you Jerad

Subject: Re: Tut on Bump Mapping
Posted by Blazea58 on Tue, 29 Apr 2008 01:53:22 GMT
View Forum Message <> Reply to Message

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.