

---

Subject: Shaders Textures etc. (3DS MAX 8)

Posted by [mr£\\$Ä-z](#) on Sat, 21 Feb 2009 17:35:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Do anyone know how i apply Normal Maps, Bumps Maps for Renegade in 3DS MAX? look i took the CSS Char and he came out damn awesome with the normall map (i just loaded and exported the Model, i did nothing with the material)

---

#### File Attachments

1) [sldr.jpg](#), downloaded 305 times



---

Subject: Re: Shaders Textures etc. (3DS MAX 8)  
Posted by [saberhawk](#) on Sun, 22 Feb 2009 01:32:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

madrackz wrote on Sat, 21 February 2009 12:35Do anyone know how i apply Normal Maps, Bumps Maps for Renegade in 3DS MAX? look i took the CSS Char and he came out damn awesome with the normall map (i just loaded and exported the Model, i did nothing with the material)

I'd really recommend not doing so for infantry with scripts 3.4.4 as you will find very strange issues cropping up. Best wait for scripts 4.

---

---

Subject: Re: Shaders Textures etc. (3DS MAX 8)  
Posted by [mr£Ä\\$Ä·z](#) on Sun, 22 Feb 2009 01:59:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i see renegade gets some kickass graphics

---

---

Subject: Re: Shaders Textures etc. (3DS MAX 8)  
Posted by [saberhawk](#) on Sun, 22 Feb 2009 02:10:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

madrackz wrote on Sat, 21 February 2009 20:59i see renegade gets some kickass graphics

You have no idea

---