

---

Subject: Bump Map/Reflection for cliffs

Posted by [Occult13](#) on Tue, 08 Sep 2009 01:12:15 GMT

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

---

Hey there;

Is it right to add bump maps to some parts of a map, like a cliff, to save some polys? If it is, any idea about how to make it look good? The realistic water tutorial helped me, yet I modified it a bit.

But the problem comes when computing vertex solve. As with water, it turns into you yoghurt. Basically, I added a material with two passes in 3ds max, pretty much like the water, then made the bumpenv static by modifying the args and adding my own textures. The result is very good, as you'll see later. But if I want to apply it to parts of my map which will have a certain illumination... I guess I'm screwed. So basically, do you guys know of any way to make bump maps/reflection for your map? I'm very thankful.

Here, have pics:

Toggle Spoiler

---

Subject: Re: Bump Map/Reflection for cliffs

Posted by [R315r4z0r](#) on Tue, 08 Sep 2009 01:49:01 GMT

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

---

What exactly do you mean by "turns into yogurt?"

Can you post an image of what the problem is?

---

---

Subject: Re: Bump Map/Reflection for cliffs

Posted by [Occult13](#) on Tue, 08 Sep 2009 02:00:57 GMT

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

---

This is how the texture looks in LE with compute vertex solve:

Toggle Spoiler

And here it is ingame:

Toggle Spoiler

PD: I made that map in 10 minutes just for showing the problem, but the lighting is the one I'm going to use in my next map.

---