
Subject: Bumpmaps with shaders,dll?

Posted by [Spyder](#) on Thu, 24 Sep 2009 11:16:13 GMT

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Ok, so I'm back for a short while now. Few weeks ago I started messing around with 3DS Max again. I wanted to learn some more about texturing objects. Started looking on the internetz and found a rather interesting article on bumpmapping. Then I realized that Renegade doesn't have this feature, but games like UT3, Oblivion, Crysis etc. do support this. I also figured that Renegade would probably look a bit better if it would support bumpmapping.

I started looking for a shader file, like the normalmapping, but couldn't find anything related to bumpmaps.

So, my question (finally), does Renegade have any shader file which is able to create this effect. And, if not, is it possible to make one?

For the newbs, this is bumpmapping:
(Bottom is regular texture, top is bumpmapped texture)
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Subject: Re: Bumpmaps with shaders,dll?

Posted by [Gen_Blacky](#) on Thu, 24 Sep 2009 16:37:31 GMT

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light mapping i couldn't find it on renegade help or the render to texture tut oblivion made.

<http://www.moddb.com/members/maul3r/tutorials/lightmap-tutorial>

Subject: Re: Bumpmaps with shaders,dll?

Posted by [Spyder](#) on Thu, 24 Sep 2009 21:56:59 GMT

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Is that the only way to do it?

Subject: Re: Bumpmaps with shaders,dll?

Posted by [saberhawk](#) on Fri, 25 Sep 2009 15:26:45 GMT

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Lightmapping is definitely unrelated to bumpmapping. The support for it in scripts 3.4.4 and below is flaky at best (1 non-engine specified directional light). However, with scripts 4.0 there's a per-pixel lighting shader which uses all 4 engine lights which is probably what you are looking for.

Subject: Re: Bumpmaps with shaders,dll?
Posted by [Spyder](#) on Fri, 25 Sep 2009 16:04:56 GMT
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Saberhawk wrote on Fri, 25 September 2009 17:26Lightmapping is definitely unrelated to bumpmapping. The support for it in scripts 3.4.4 and below is flaky at best (1 non-engine specified directional light). However, with scripts 4.0 there's a per-pixel lighting shader which uses all 4 engine lights which is probably what you are looking for.

Thanks for replying, I'm looking forward to it and I hope it's what I'm looking for. Else, this COULD BE a new feature for you to look at.

Subject: Re: Bumpmaps with shaders,dll?
Posted by [renalpha](#) on Fri, 25 Sep 2009 17:38:59 GMT
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the only difference are the edges, more shadow makes it look 3dimensional.

Subject: Re: Bumpmaps with shaders,dll?
Posted by [saberhawk](#) on Sat, 26 Sep 2009 01:02:24 GMT
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renalpha wrote on Fri, 25 September 2009 13:38the only difference are the edges, more shadow makes it look 3dimensional.

How very wrong. Lightmapping encodes the light color and intensity over an entire mesh as a whole, with fixed lights. Normal mapping (which is what is mentioned) encodes per-pixel normals into a texture and then the shader calculates the light amount/color/etc from the "dynamic" lights active at the time and as such allows lighting that depends on the camera position/orientation to occur. Specular highlights are one thing that certainly can't happen with lightmaps.

Subject: Re: Bumpmaps with shaders,dll?
Posted by [renalpha](#) on Sat, 26 Sep 2009 01:11:22 GMT
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Kinda more my point of view t.b.h thanks for the explanation though.

However, it still looks geah ugly, like someone throws away his/her lunchbox against the wall.
