Subject: Re: Bump Map/Reflection for cliffs
Posted by Occult13 on Tue, 08 Sep 2009 02:00:57 GMT

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.