Subject: Normal maps
Posted by Slave on Thu, 14 Jun 2007 21:38:07 GMT
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Can anyone explain to me how to apply this normal map to the nod harvester? I generated it with ATI tools and paintshop, and I was just curious how it would look ingame.

I tried doing it myself with sdbedit.exe. I took a look at how the mammoth tank was done, and tried the same method for the harvester. No good, nothing changed ingame. A manual, or mini tutorial would be appreciated.

I was also about to say something random concerning joe937465, but I forgot. It is better this way.

Subject: Re: Normal maps
Posted by Canadacdn on Thu, 14 Jun 2007 22:21:57 GMT
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I am making a normal mapping tutorial for renhelp.com, look for it there today or tomorrow.

Subject: Re: Normal maps
Posted by Canadacdn on Thu, 14 Jun 2007 23:25:42 GMT
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The tutorial is done! Check it out here.

Subject: Re: Normal maps
Posted by Slave on Fri, 15 Jun 2007 16:56:32 GMT
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Thanks, ill try it out asap. As for people who don't have photoshop, I'll see if i can write down a method using free software. I just don't have the time to do anything now.

Subject: Re: Normal maps
Posted by JohnDoe on Fri, 15 Jun 2007 18:16:49 GMT
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Can you make normal maps for basically every surface or are they only supposed to work with metal (i.e. vehicles)? I'm just brainstorming and thinking how Renegade would look like if every texture had a normal map...

Subject: Re: Normal maps
Posted by DL60 on Fri, 15 Jun 2007 19:04:52 GMT
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It isn't possible to apply normal maps on every model in Renegade with the current system because yo ucan find some material names in renegade two or more times. Try to create a normal map for the nod light tank. Yes you have the normal map on the light tank after that but you also have this normal map applied on the GDI HumVee front windows.

My friend tried to apply a normal map on the ChemWarrior. It doesn't work and we don't know why. I also tried to apply a shader on the nod obelisk's dark metal but I the obl looked really wired afterwards.

Subject: Re: Normal maps
Posted by Doitle on Fri, 15 Jun 2007 21:24:44 GMT
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I don't see what the diference is... :/ I mean I understand Normal Mapping can be good but that Stealth Tank doesn't look much different to me. Does anyone have an example of a Normal Map really making a big difference?

Subject: Re: Normal maps
Posted by Oblivion165 on Fri, 15 Jun 2007 21:26:25 GMT
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I thought is was only me! Maybe we are getting old...

Subject: Re: Normal maps
Posted by JeepRubi on Fri, 15 Jun 2007 22:54:14 GMT
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well, not in renegade, but this is an amazing example of normal maps at work,
This:

To this:

Subject: Re: Normal maps
Posted by Oblivion165 on Fri, 15 Jun 2007 23:42:11 GMT
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That's awesome, the difference it very noticeable.

Subject: Re: Normal maps
Posted by Canadacdn on Fri, 15 Jun 2007 23:43:19 GMT
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Actually, that picture I took was an older one, the tank looks better now. In-game the difference is very noticeable though.

Subject: Re: Normal maps
Posted by JohnDoe on Sun, 17 Jun 2007 11:04:59 GMT
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Thanks for the tutorial, but I've got a newbie question:

Quote:Ok, so first, we need convert all the textures for the model into Normal map textures in photoshop.

OK where do I get the complete list of textures a model uses? For exemple I only knew of 2 textures for the Stank...the body and the canopy, yet there are more than two names of 'values' in the wdump thingy. 'Material #378' is one, 'tread' is another...what's their purpose?