Subject: Tut on Bump Mapping

Posted by Gen_Blacky on Sun, 27 Apr 2008 01:18:57 GMT

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Is there are tut on bump mapping to make thing shiny

Subject: Re: Tut on Bump Mapping

Posted by LR01 on Sun, 27 Apr 2008 08:13:23 GMT

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Never found one, well I tryed some meself, if there is a tut, I really missed it

Subject: Re: Tut on Bump Mapping

Posted by Jerad2142 on Mon, 28 Apr 2008 13:50:20 GMT

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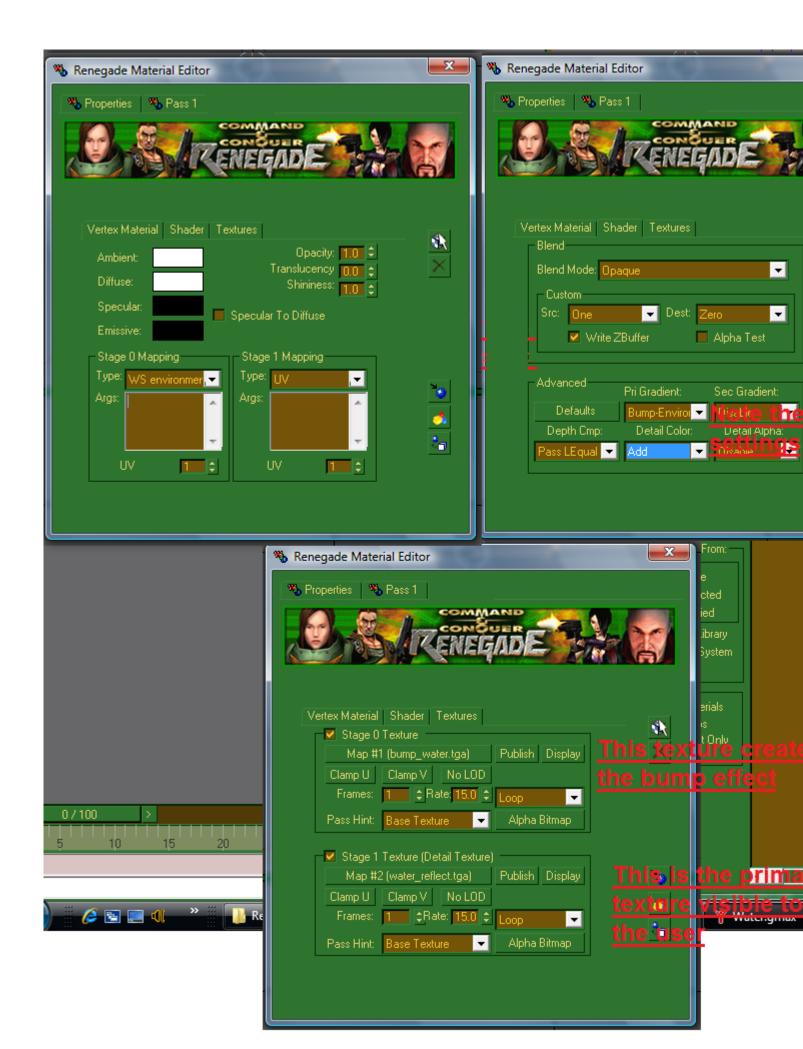
I threw this together really fast this morning, ignore its crappyness:

File Attachments

1) pic.png, downloaded 2839 times

Page 1 of 4 ---- Generated from

Command and Conquer: Renegade Official Forums



Subject: Re: Tut on Bump Mapping

Posted by HeavyX101- Left on Mon, 28 Apr 2008 19:27:06 GMT

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what is the difference from original texturing and this kind of one

Subject: Re: Tut on Bump Mapping

Posted by Gen Blacky on Mon. 28 Apr 2008 22:12:02 GMT

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Thank you Jerad

Subject: Re: Tut on Bump Mapping

Posted by Blazea58 on Tue, 29 Apr 2008 01:53:22 GMT

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There is many different ways to bump map for renegade. If you were going for water it would be best with 2 passes so you can have the reflect also.

And if you want a decent effect without doing much, just hit M, use one pass like normally, get your texture in display, then change the shader type to edge and in the arg box type: UseReflect=True and/or UPerSec= or VPerSec= if you wanted it to scroll a tiny bit.

Here i copied this from an old post i had, makes it easier so you dont gotta dig around for it.

First you need these 3 textures

Then make a plane, Press M and setup 2 passes, do the 2nd pass changes first, then when done that apply the stage 1 texture and its settings.

BumpRotation=0.3

Also if you have level edit i highly suggest you go into C:Program files/ Renegade Public Tools,
How to/ W3d tutorials/Content/Vertex Material. That will explain all the types of settings allowed
within renx and ren.