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Subject: Shaders Textures etc. (3DS MAX 8)

Posted by [mrŁÄŞÄ-z](#) on Sat, 21 Feb 2009 17:35:21 GMT

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Do anyone know how i apply Normal Maps, Bumps Maps for Renegade in 3DS MAX? look i took the CSS Char and he came out damn awesome with the normall map (i just loaded and exported the Model, i did nothing with the material)

### File Attachments

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1) [sldr.jpg](#), downloaded 577 times



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Subject: Re: Shaders Textures etc. (3DS MAX 8)  
Posted by [saberhawk](#) on Sun, 22 Feb 2009 01:32:24 GMT

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madrackz wrote on Sat, 21 February 2009 12:35 Do anyone know how i apply Normal Maps, Bumps Maps for Renegade in 3DS MAX? look i took the CSS Char and he came out damn awesome with the normall map (i just loaded and exported the Model, i did nothing with the material)

I'd really recommend not doing so for infantry with scripts 3.4.4 as you will find very strange issues cropping up. Best wait for scripts 4.

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Subject: Re: Shaders Textures etc. (3DS MAX 8)  
Posted by [mr£Ä\\$Ä-z](#) on Sun, 22 Feb 2009 01:59:11 GMT  
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i see renegade gets some kickass graphics

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Subject: Re: Shaders Textures etc. (3DS MAX 8)  
Posted by [saberhawk](#) on Sun, 22 Feb 2009 02:10:42 GMT  
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madrackz wrote on Sat, 21 February 2009 20:59 i see renegade gets some kickass graphics

You have no idea

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