
Subject: [Model/Replacement]Doors
Posted by [ErroR](#) on Fri, 20 Mar 2009 20:12:18 GMT
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Some nice looking doors

File Attachments

- 1) [Door.rar](#), downloaded 230 times
- 2) [ScreenShot27.png](#), downloaded 907 times



Subject: Re: [Model/Replacement]Doors
Posted by [MGamer](#) on Fri, 20 Mar 2009 23:25:46 GMT
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add bump map or we is called

Subject: Re: [Model/Replacement]Doors
Posted by [ErroR](#) on Sat, 21 Mar 2009 09:53:44 GMT
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i don't know how but i think it's the lighting, because i took the ss inside bar

Subject: Re: [Model/Replacement]Doors
Posted by [mrÄÄ-z](#) on Sat, 21 Mar 2009 10:10:30 GMT
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Yeah me wanna know how to Bump map in 3DS Max for renegade, would be damn awesome for my mod

Subject: Re: [Model/Replacement]Doors
Posted by [Omar007](#) on Mon, 23 Mar 2009 11:18:05 GMT
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@ErrorR: Very nice door beside it has no Bump Mapping

@Madrackz: Indeed someone should make a tutorial if he can

Subject: Re: [Model/Replacement]Doors
Posted by [MGamer](#) on Mon, 23 Mar 2009 13:04:05 GMT
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<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=30>

Subject: Re: [Model/Replacement]Doors
Posted by [mr£Ä&A-z](#) on Tue, 24 Mar 2009 11:30:32 GMT
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thats with 3 textures i never got it work (didnt really tried to lazy)

Subject: Re: [Model/Replacement]Doors
Posted by [Gen_Blacky](#) on Tue, 24 Mar 2009 15:46:41 GMT
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Try multi transparent bump mapping now thats cool.
