Subject: Re: Tut on Bump Mapping
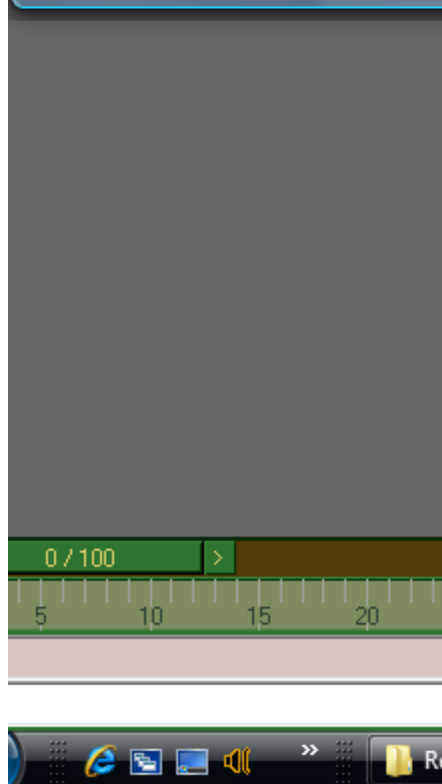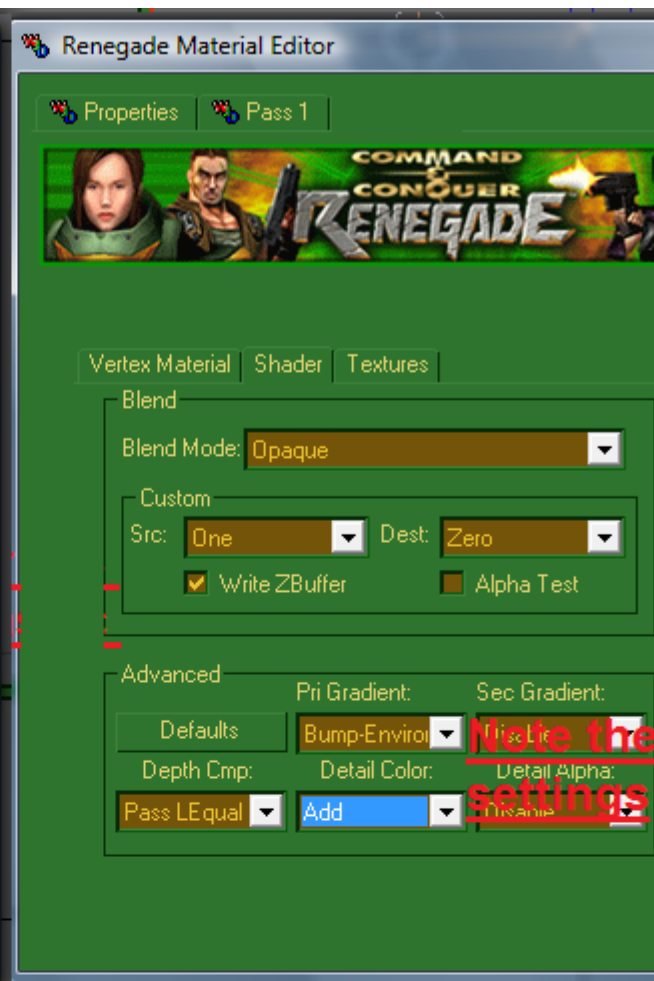Posted by Jerad2142 on Mon, 28 Apr 2008 13:50:20 GMT

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

```
File Attachments
1) pic.png, downloaded 2799 times
```

Window 1 (top-left) — Renegade Material Editor

Properties | **Pass 1**

COMMAND & CONQUER RENEGADE

Vertex Material | Shader | Textures

Ambient:
Diffuse:
Specular:
Emissive:

Opacity: 1.0
Translucency: 0.0
Shininess: 1.0

☐ Specular To Diffuse

Stage 0 Mapping
Type: WS environmen
Args:
UV   1

Stage 1 Mapping
Type: UV
Args:
UV   1

Window 2 (top-right) — Renegade Material Editor

Properties | **Pass 1**

COMMAND & CONQUER RENEGADE

Vertex Material | Shader | Textures

Blend
Blend Mode: Opaque

Custom
Src: One   Dest: Zero
☑ Write ZBuffer   ☐ Alpha Test

Advanced
Defaults
Pri Gradient: Bump-Enviror
Sec Gradient: ~~Disable~~
Depth Cmp: Pass LEqual
Detail Color: Add
Detail Alpha: ~~Disable~~

Note the settings

Window 3 (bottom-center) — Renegade Material Editor

Properties | **Pass 1**

COMMAND & CONQUER RENEGADE

Vertex Material | Shader | **Textures**

☑ **Stage 0 Texture**
Map #1 (bump_water.tga)   Publish   Display
Clamp U   Clamp V   No LOD
Frames: 1   Rate: 15.0   Loop
Pass Hint: Base Texture   Alpha Bitmap

☑ **Stage 1 Texture (Detail Texture)**
Map #2 (water_reflect.tga)   Publish   Display
Clamp U   Clamp V   No LOD
Frames: 1   Rate: 15.0   Loop
Pass Hint: Base Texture   Alpha Bitmap

This texture create the bump effect

This is the prima texture visible to the user

0 / 100

5   10   15   20