
Subject: [Model/Replacement]Doors
Posted by [ErroR](#) on Fri, 20 Mar 2009 20:12:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Some nice looking doors

File Attachments

- 1) [Door.rar](#), downloaded 229 times
- 2) [ScreenShot27.png](#), downloaded 904 times



Subject: Re: [Model/Replacement]Doors
Posted by [MGamer](#) on Fri, 20 Mar 2009 23:25:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

add bump map or we is called

Subject: Re: [Model/Replacement]Doors
Posted by [ErroR](#) on Sat, 21 Mar 2009 09:53:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

@ErroR: 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
[View Forum Message](#) <> [Reply to Message](#)

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=30>

Subject: Re: [Model/Replacement]Doors
Posted by [mr£Ä\\$Ä-z](#) on Tue, 24 Mar 2009 11:30:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

Try multi transparent bump mapping now thats cool.
