Subject: Bump Mapping with Vertex solve
Posted by Titan1x77 on Sat, 17 Jan 2004 20:34:16 GMT
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Ive tried bump mapping an alpha water and you need to hide it before vertex solve.

When i go to bump map walls,with no alpha....It turns white after you compute vertex solve...is there anyway to get around this besides hiding it?

Subject: Bump Mapping with Vertex solve
Posted by Dante on Sun, 18 Jan 2004 18:19:10 GMT
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maybe tinkle with the diffuse and specular?