

TUTORIALS

NORMAL MAPPING SETUP IN MAX 7.0 OR ABOVE

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1. Open the model that you want to apply Normal Mapping.
2. Press 'M' to bring up the Material Editor window. (Fig.1)

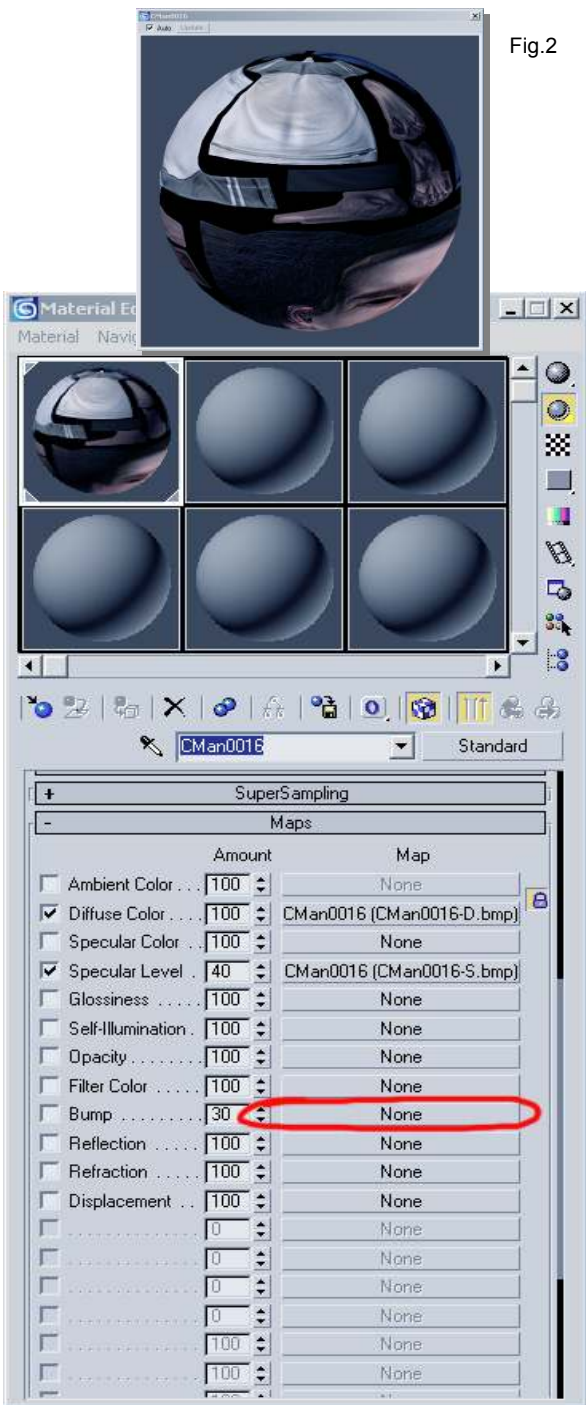


Fig.2

Fig.1

3. Select the model's ball in the Material palette at the top of the window (Fig. 2).
4. Go to the bump slot and select Normal Bump. (Fig.1-3)

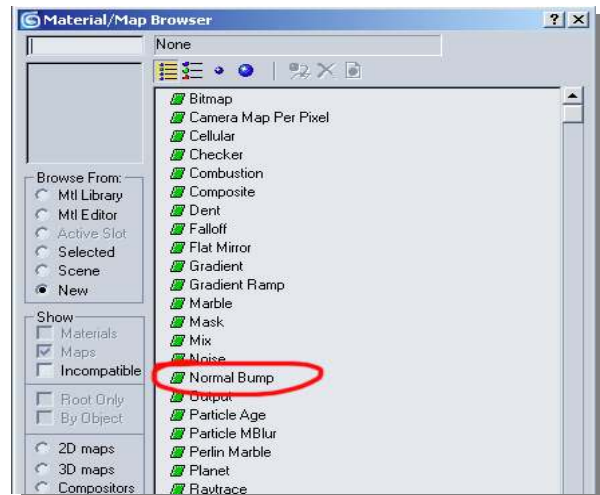


Fig.3

5. Click on the "Normal Bump" slot and select Bitmap (Fig.4).

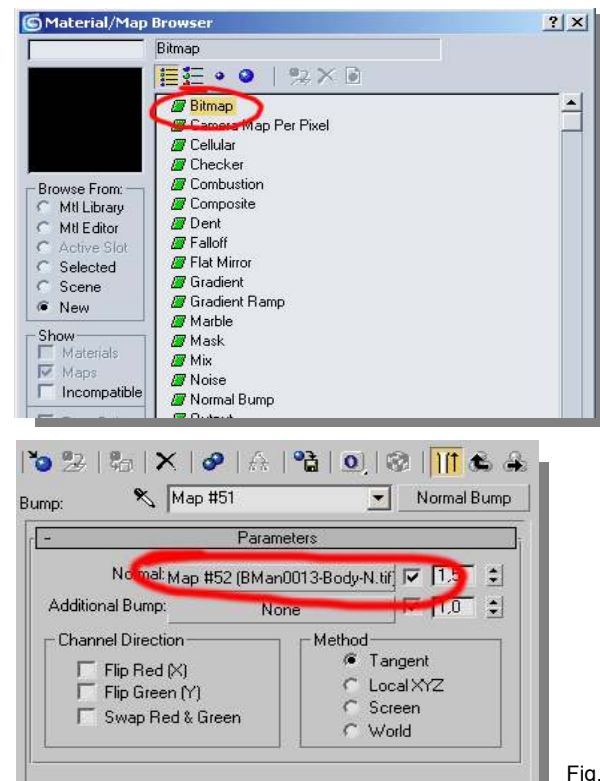


Fig. 4

- Load the bitmap containing the normal mapping. Metropoly2 Normal map files are named with "-N" suffix (Fig.5).

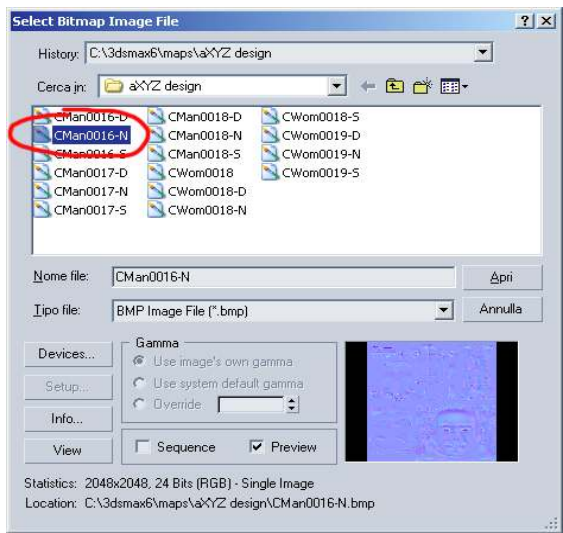


Fig. 5

- Adjust parameters to obtain a good quality bump. Remember that the normal map method must be "Tangent".

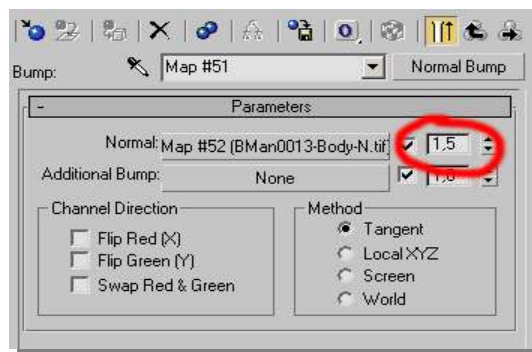
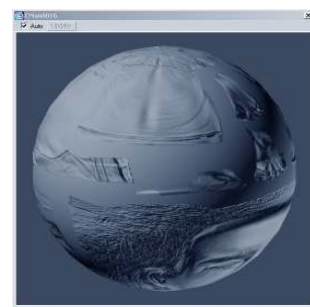


Fig. 5



Congratulations!
You have just setup normal maps in 3D Max.

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