

LOW POLY to HIGH POLY to NORMAL MAPPING PIPELINE

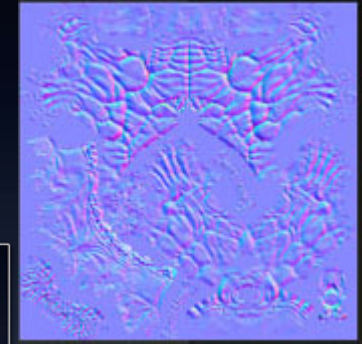
1. Original Low Poly model created in 3D Max



2. Model is imported into a high poly program like Sculptiris or ZBrush. The poly count is increased dramatically and fine details are created - veins, wrinkles in clothing and flesh, and facial anatomy. Color is added



4. The Normal and Text Maps are saved & opened in 3D Max and wrapped around the High Poly color model



3. A "Normal Map" and a "TextureMap" are generated from the High Poly model.

