Socal ROC

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A "Normal Map" is a texture that makes a low poly mesh look like a high poly mesh. It's an illusion that saves memory and adds realsim to your meshes. In this demo you will use 3D Max as the starting point. The 3D Max method allows you to model a high poly mesh and from it render a normal map. The normal map is then placed on a low poly mesh in UDK and looks amazingly three dimensional.

3D VIDEO GAMES: CHARACTERS & FX