

Many games have characters who wear very detailed armor or finely embossed clothing. These decorative flourishes would require too many polygons if they were modeled, so “Normal Maps” are used in their place. A normal map is a type of bump map for Video Games.

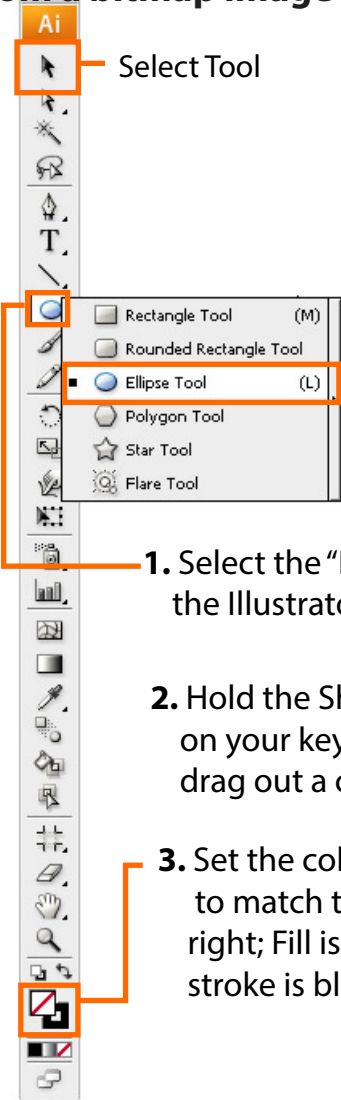
You can make normal maps several ways. In this project you will make a simple normal map for a round warrior shield from a bitmap image you make using PhotoShop and Illustrator. (see the “3D Max Method” on the class web site.)

You begin to design the map using Adobe Illustrator. You need to know these steps:

- a. How to make a circle shape.
- b. how to use the color box.
- c. How to set the text tool to follow a path.
- d. How to align shapes.
- e. How adjust the stroke weight.

4. Next, make 3 more circles, make different sizes!

5. Move them together so they roughly are concentric (sharing the same center)

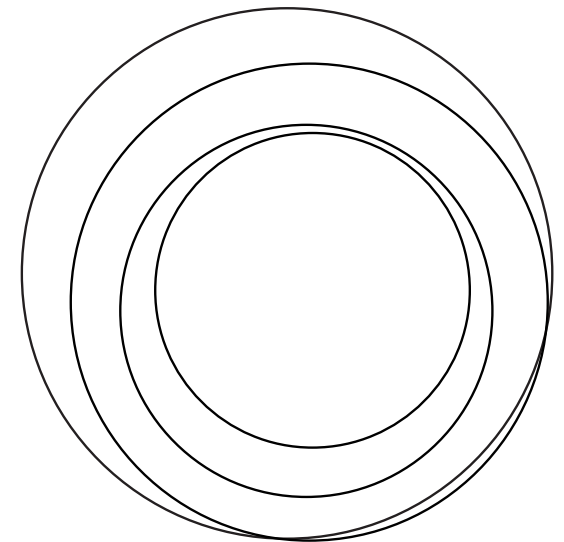
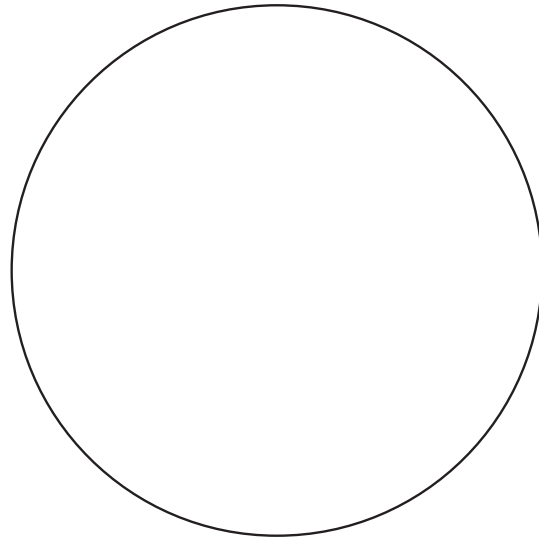


Select Tool

1. Select the “Elipse” tool on the Illustrator tool box.

2. Hold the Shift key down on your keyboard and drag out a circle.

3. Set the color boxes to match those to the right; Fill is empty and stroke is black



6. Select all of the circles and using the “Align” tool set on the menu, click the icon to center all of the circles.