## You will now open the sheild design in Adobe PhotoShop and convert it into a Normal Map.

**11.** On the file menu select "Open" and find your Adobe Illustraor sheild design and open it.

**3D** Video Games: Characters & FX

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## 14. Open the NVidia "NormalMapFilter".

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ast Filter			Ctrl+F	
Convert for Sm	hart Filt	ers		
Extract		Alt+Ctrl+X		
Filter Gallery				
Liquify		Shift+Ctrl+X		
Pattern Maker.		Alt+Shift+Ctrl+X		
Vanishing Point	:	Alt+Ctrl+V		
Artistic				•
Blur				•
Brush Strokes				•
Distort				×
Noise				×
Pixelate				•
Render				•
Sharpen				+
Sketch				•
Stylize				•
Texture				•
Video				×
Other				F
Digimarc				F
NVIDIA Tools				



**16.** The design wil look something like this. Save this as Targa file.