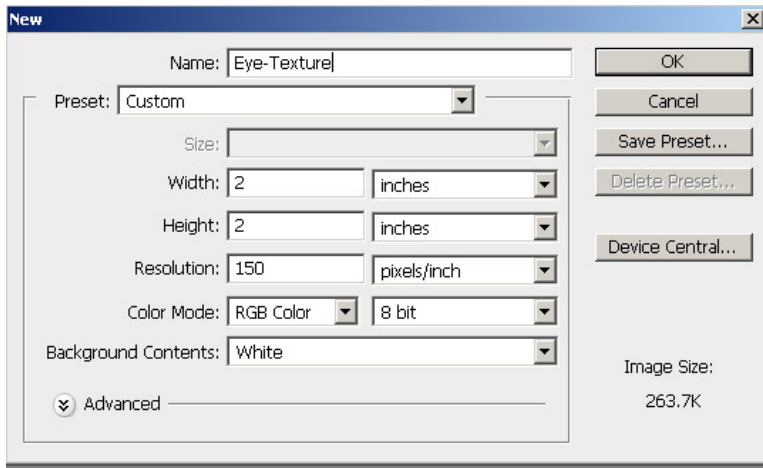


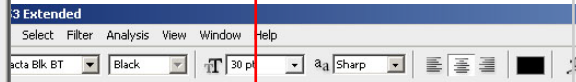
# BUMP MAP TEXTURES

A custom “Bump Map” can be made easily in PhotoShop using the various tools.

1. Open a new file in PhotoShop. Match the settings as shown.



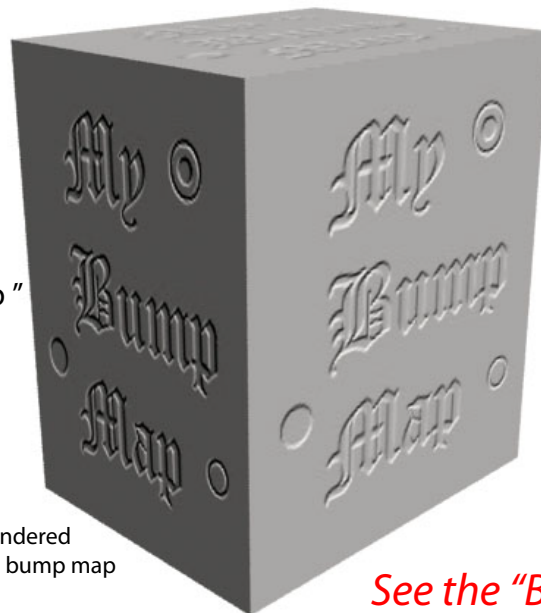
3. Select the “Text” tool - Set to black and choose a font.



4. Type a few words or make a few marks with the paint brush.

5. Save the file as a JPEG

6. Open 3D Max and place the JPEG in the “Bump Map” slot in the Material Editor



A box rendered with the bump map

See the “Bump Map” page in the “Basic Skills” book for more info.