

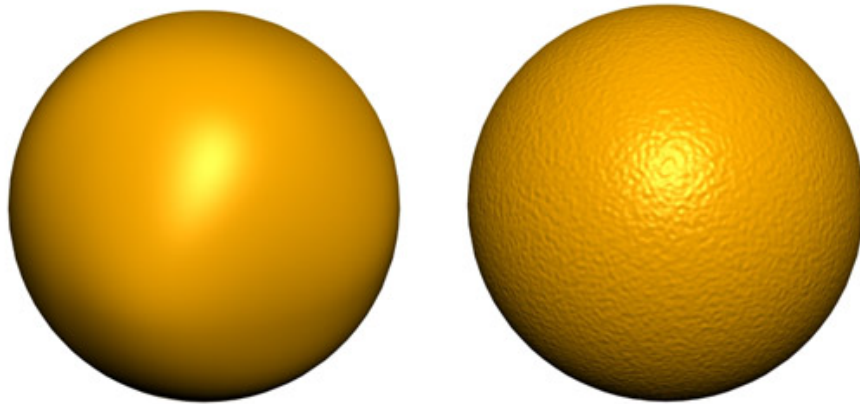
Materials: Bump Maps

A bump map is a texture that makes the surface of your model look bumpy... or dimensional. Bump maps are simple black and white images. Where the image is black it will make the model look sunken. Where it is white, the model surface will stick out.

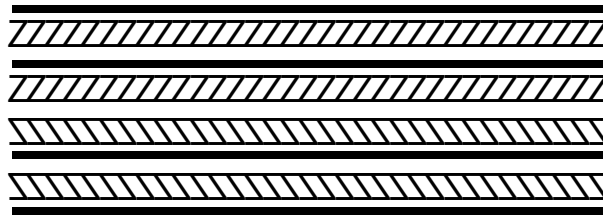
3D Max comes with some premade bump maps like "Noise" and "Cellular".

Or...

You can make your own bump maps using Photoshop and/or Illustrator.



An orange without a bump map and with the 3D Max "Noise" bump map.



This tire tread design was made in Adobe Illustrator then saved as a JPEG. It was then applied to a tire made in 3D Max using the "lathing" technique.

