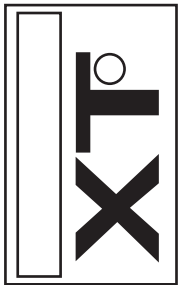




## Text, Logos & Surface Parting Lines Using Bump Maps

Creating the illusion of lines, bumps and other surface qualities in video game engines is often called "Normal" mapping



1. This logo design was made in Adobe Illustrator and imported into PhotoShop.

In PhotoShop, the color mode was set to RGB.

Then under "Filters", the NVidia" plugin was used to create the image to the right.



2. This image was imported to 3DMax and placed in the "Bump" slot in the "Material Editor" and applied to the box form on the right.



3. The Box was then saved as an FBX file and exported to UDK.

