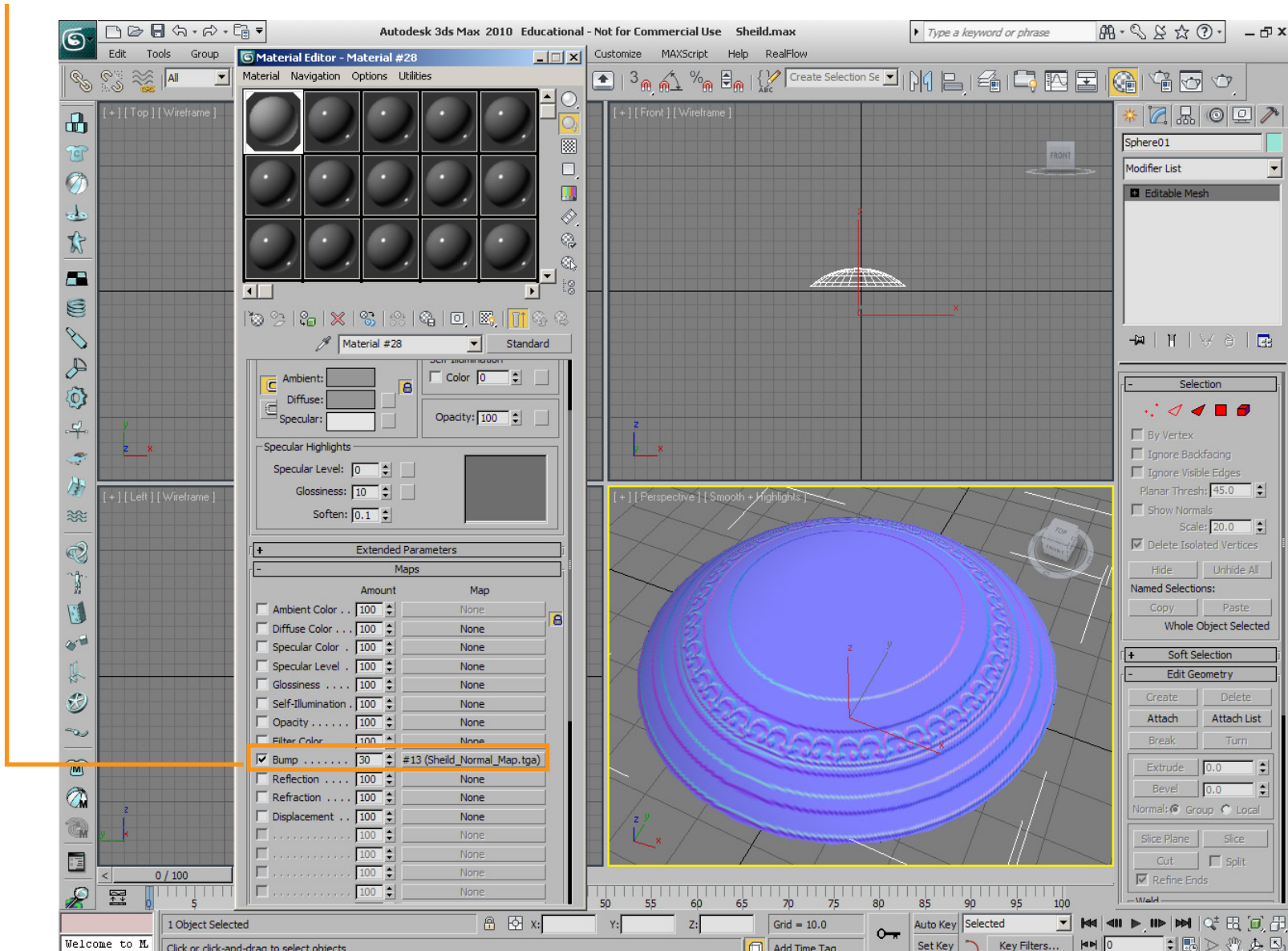




Open 3D Max and create a flattened Hemisphere to use as a shield

16. Open the "Material Editor" and place the "Targa" shield design into the Bump Map slot.



17. Export the file into UDK.