

Bump maps

In addition to the texture map, there are several other 'maps' that can be added together to enhance the way the surface is rendered. Bump maps are a cheap way to create the illusion a detailed surface, without any extra modelling.

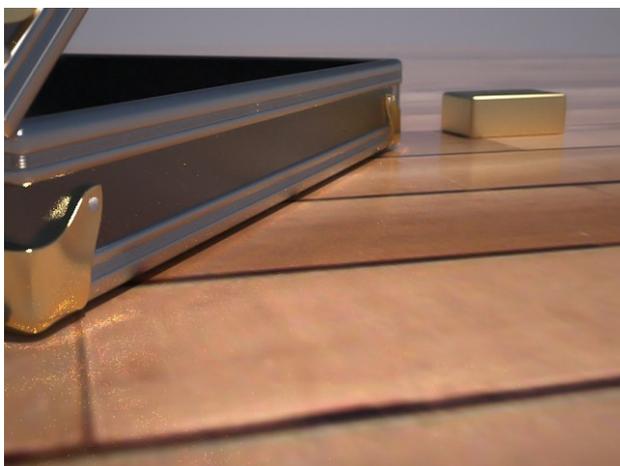
A bump map is a grey-scale image, where black is the lowest point, and white is the highest. It is important that gradients in a bump map are gradual, as a sharp edge will cause dark shadows to appear that can look like holes. A bad bump map scale will also cause this same effect.

As a side note, normal maps are not supported with Indigo.

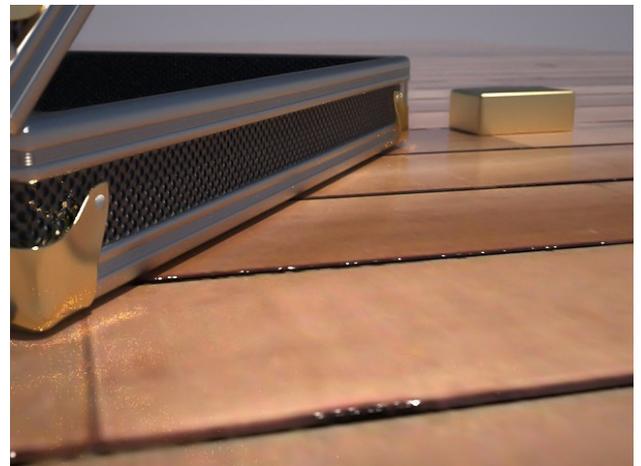


Texture map

Bump map



No bump maps



Tasty details

Notice how the edges on the planks catch the light in the right-hand image, giving the illusion that they are bevelled with real gaps between. The texture on the case is a plain albedo (color) with a small tiled bump map.