Bump Map Tutorial

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Bump map

• Bump mapping is done primarily in the different surface editor and its options under “T.” Each “T” stands for different texture options. For this tutorial we will be dealing with the “T” texture under the color and the bump option. To apply a bump texture you want to open an object or have a surface name of a surface that you want to apply the texture to.
• Step 1- Open surface editor (F3) and under surface name find the name of the object or surface layer that you want to apply the bump texture to and click on it. Mine is called brick wall with bump.

• Step 2- Then your going to find a texture to apply the bump map to. I chose from the surface presets and picked the brick_4 texture.

• Step 3- Still in surface editor, about 3/4 of the way down on the page located the word Bump were you can adjust the percent of the bump you want to see. I set mine at 266%. At any time during the process you can change the other options listed in the dialog box. I changed the specularity to 23%.
Step 4 - Making sure that the surface name is the same click on the “T” under the color option to bring up the texture editor under color. Here you can choose from different procedural types. Certain ones go good with certain textures and object shapes. I chose turbulence. **Note:** make sure the check marks are checked for each layer name.
Step 5- Still in the texture editor you can adjust the blending modes of the texture under blending modes. I chose the alpha option for the brick wall texture. At any time in the texture editor you can adjust any of the other options to your liking. When you’re satisfied with your options click use texture. **Note:** you can always go back and change them after a render.
Step 6- Next in the main surface editor dialog box under the bump; click the “T” to bring up the texture editor for the bump options.
Step 7- Under procedural type there will be a default type to go with the texture that you chose. Mine is brick. Here you can adjust the texture value 50%, how strong you want the texture to be, the mortar thickness 0.06, and the fuzzy edges 0.11. In the small picture box you see what changing the values of each option does as it changes each time you adjust the numbers. **Note:** under each procedural type the options may vary depending on the texture you chose to apply. When finished click use texture.

Step 8- Last render the object or layer that you applied the bump map to and see what it looks like. The following is my final render of the original brick_4 texture and a render of the brick_4 texture with a bump map applied to it.
Basic rock texture
Rock texture with bump map
Conclusion

- Bump Map can be helpful when applying textures.
- It makes the texture look real and 3-dimensional.