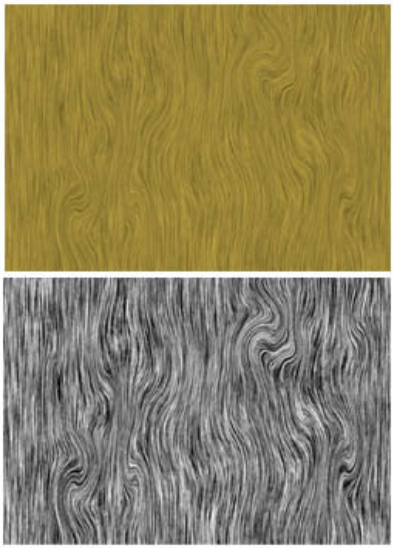
Bump Mapping

Next

ZBrush Tutorials



1. Draw a 3d plane.
2. Enter Edit mode, go to Modifiers>Initialize and change the HDivide and VDivide to 512.
3. Create the image you want to bump, and use a grayscale version for the map (OK, you could have done this first, but...)

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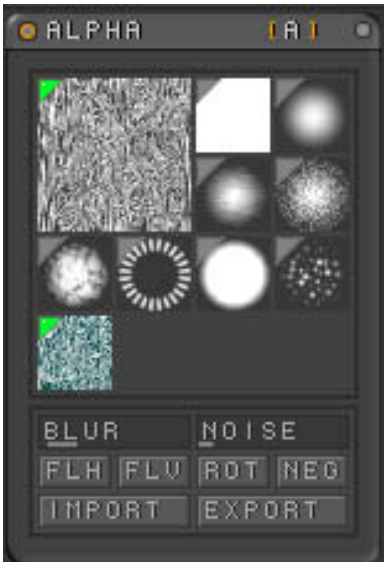
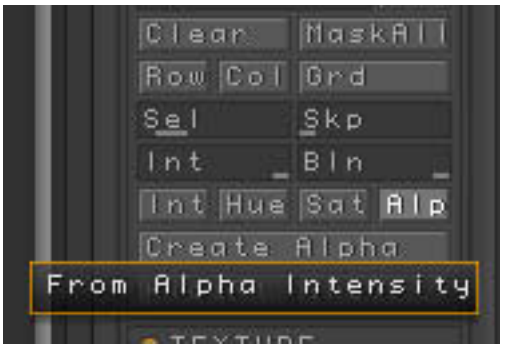
shot





4. Load the color image as a Texture
5. Load the Grayscale image as an Alpha
6. Go to Modifiers>Selection and choose Alpha to create the mask

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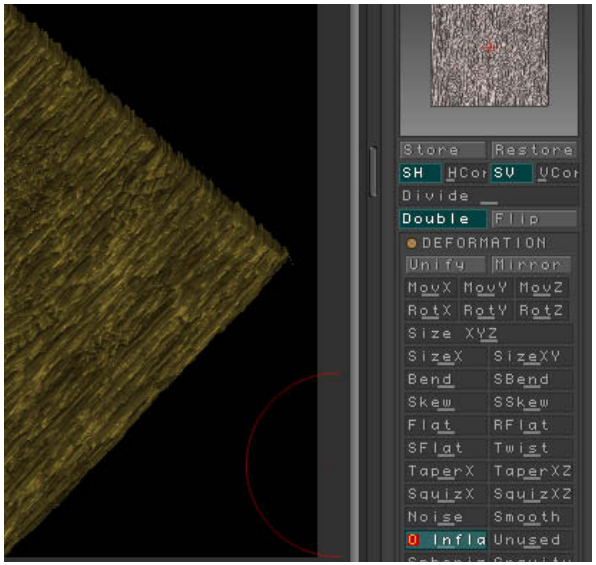

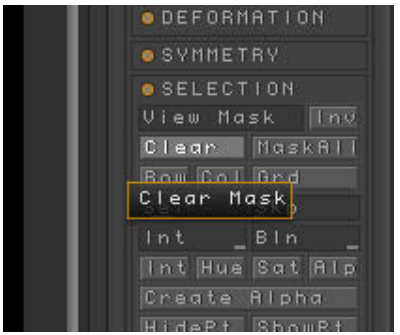

Screenshot

7. Go to Modifiers>Deformation and inflate to 100 (Or what ever floats your boat)
8. Go to Modifiers>Selection and click on Clear to clear the mask
9. Well...Thats it.

Play around, go wild and post your results...