Normal Map Workflow

Author: Ian Hubert
Contact: ian@ianhubert.com

This tutorial is intended for people who are familiar with the 3D modeling process and want to learn how to make a normal map. I'm not a tutorial writer, so this tutorial will be more of a guide than a step-by-step tutorial. I'm also not a programmer, so I don't know how the math works behind the scenes.

Before making a normal map, I think it's important to know what it is and what it does. Normal mapping is a technique that allows a low-poly model to look like a high-poly model. It does this by using a texture to trick the lighting engine into thinking that there are more polygons than there actually are.

Normal maps are commonly created using a high-poly model and a low-poly model. The high-poly model is baked down to the low-poly model, and the normal map is created in the process. Normal maps can also be created from a bump map, or from a texture. Bump maps are a grayscale image that tell a program how bumpy a surface should be. Bump maps are easy to make, but they don't look very good. Normal maps are more difficult to make, but they look much better than bump maps. Normal maps can also be created from a texture, but the results are not as good as a normal map created from a high-poly model. This tutorial will be about creating a normal map from a high-poly model.

Looking for a free modeling program capable of making high-poly models? Check out Blender. It's a free, open-source 3D modeling program that can do everything you need it to do. It's also extremely powerful, and it's very easy to learn. Blender's interface is very different than most other 3D modeling programs, but it's very easy to learn once you get used to it. Blender's manual is very good, and there are many tutorials on the internet. Blender can also be used to make low-poly models, and it can be used to make normal maps. Blender can do everything that you need it to do to make a normal map.

Looking for a free program that can make low-poly models? Check out Wings 3D. It's a free, open-source program that can make low-poly models. It's very easy to learn, and it's very powerful. Wings 3D can also be used to make normal maps. Wings 3D can do everything that you need it to do to make a normal map.

Looking for a free program that can make normal maps? Check out Crazybump. It's a free program that can make normal maps from bump maps and from textures. Crazybump can also make other types of maps, such as specular maps and height maps. Crazybump can do everything that you need it to do to make a normal map.

Looking for a free program that can make normal maps from high-poly models? Check out Normalmapper. It's a free, open-source program that can make normal maps from high-poly models. It's very easy to learn, and it's very powerful. Normalmapper can do everything that you need it to do to make a normal map.

Looking for a free program that can make normal maps from high-poly models? Check out Xnormal. It's a free program that can make normal maps from high-poly models. It's very easy to learn, and it's very powerful. Xnormal can do everything that you need it to do to make a normal map.

Looking for a free program that can make normal maps from high-poly models? Check out Gimp. It's a free, open-source program that can make normal maps from high-poly models. It's very easy to learn, and it's very powerful. Gimp can do everything that you need it to do to make a normal map.

Looking for a free program that can make normal maps from high-poly models? Check out Photoshop. It's a free program that can make normal maps from high-poly models. It's very easy to learn, and it's very powerful. Photoshop can do everything that you need it to do to make a normal map.

Looking for a free program that can make normal maps from high-poly models? Check out Paint.net. It's a free program that can make normal maps from high-poly models. It's very easy to learn, and it's very powerful. Paint.net