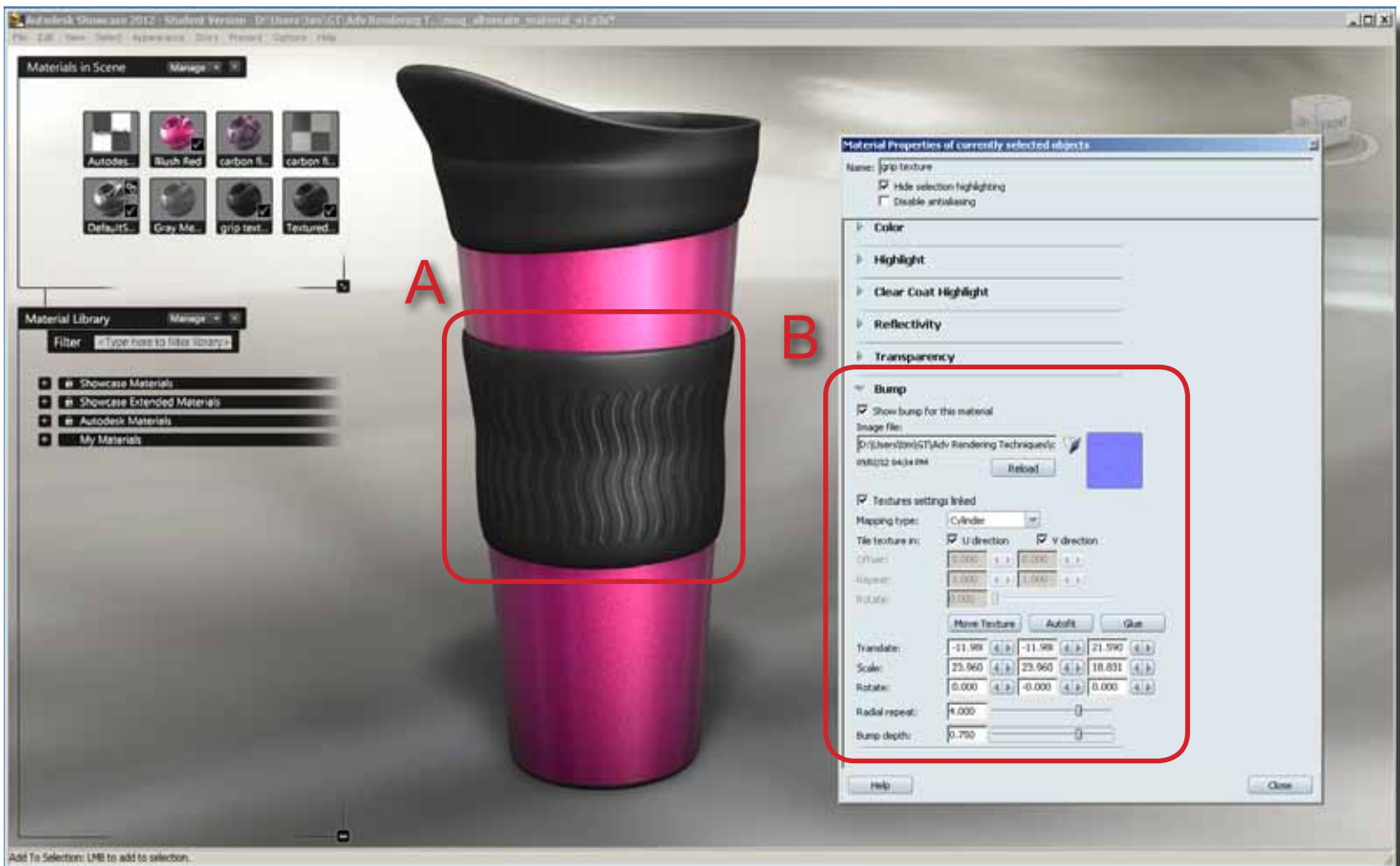


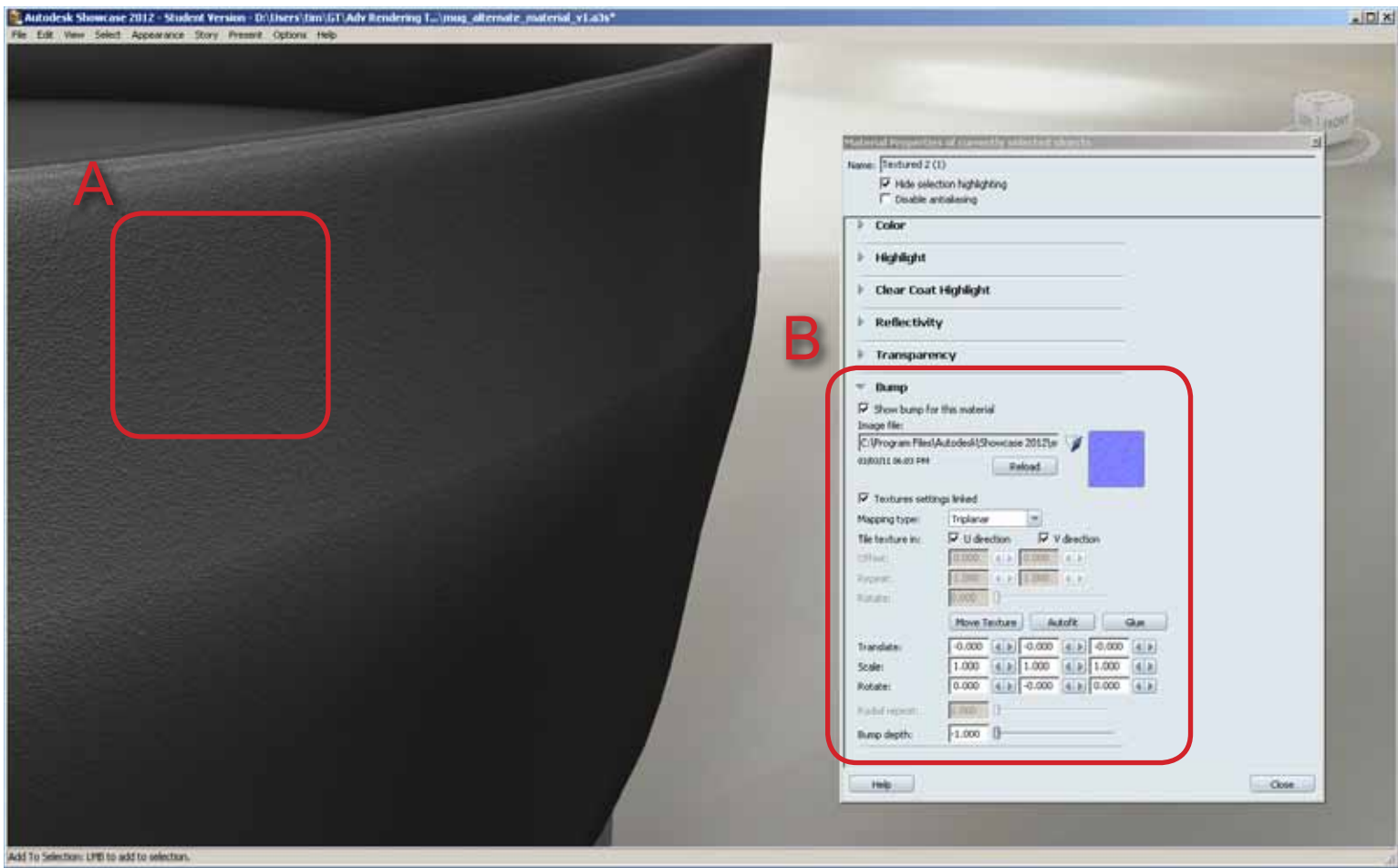
# Showcase - Working with Bump Maps

**Step 1** Bump mapping is the process of applying an external texture to a material in Showcase (and other 3D programs) to create the illusion of three dimensional details in an object (A). In Showcase, “normal maps” are used as the external texture (B). In this tutorial, the process of editing a bump map will be covered.



# Showcase - Working with Bump Maps

**Step 2** Materials in Showcase that include “texture” in their name indicates that a bump map is assigned to the Bump parameter (A & B). The size and intensity of the bump effect can be edited in the material window.



# Showcase - Working with Bump Maps

**Step 3** To edit the bump effect, right mouse click on the object and choose edit material to open the material window. Scroll to the bottom and open the Bump parameter. You can hide the selection by choosing the “Hide selection highlighting” (A). With the object highlighted, select Move button (B). The texture icon can be moved, scaled and rotated to adjust the size and location of the texture (C). The intensity and direction of the bump effect (positive vs negative values) can be adjusted with the Bump Depth parameter (D).

