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Subject: The dreaded bump map

Posted by [Giga Bread](#) on Sun, 22 Apr 2012 18:00:22 GMT

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I'm well aware that bump maps can't be used in 3D printing, but a couple months ago a user provided a step by step process on how to "burn" the bump map into the geometry so it can be printed.

Unfortunatley, I haven't been able to locate this in the forum and was wondering if anyone had any idea how to do it.

I predominantly use Sculptris and Hexagon but I am slightly familiar with blender.

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