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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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Subject: Re: The dreaded bump map  
Posted by [wiwa](#) on Mon, 18 Jun 2012 05:05:13 GMT  
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In Lightwave 3D there is something called a "displacement map" that can be mapped onto objects like a standard bump map. The result can be exported into the geometry. You have to subdivide (NURB) or have a very high polygon count to make it work.

I think there would be something similar in Blender; although I haven't used it in maybe 10 years?

Aha: <http://wiki.blender.org/index.php/Doc:2.4/Manual/Textures/Influence/Material/Displacement>

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Subject: Re: The dreaded bump map  
Posted by [MikeP](#) on Mon, 17 Sep 2012 20:57:53 GMT  
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Yes. "Displacement map" is the term. 3dMax does it too.

Displacement maps are usually black and white, similar to a bump map but they effect the geometry directly rather than just the render like a bump map.

The cost is you need to have a suitably dense mesh so the details show up.

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