

N Render

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Introduction

Normal mapping sublimates your scenes, but the automatic generation of Unity is disappointing, and the use of external tool requires of going back.

N Render is WYSIWYG normal mapping tool, that turns texture into high quality normal map.

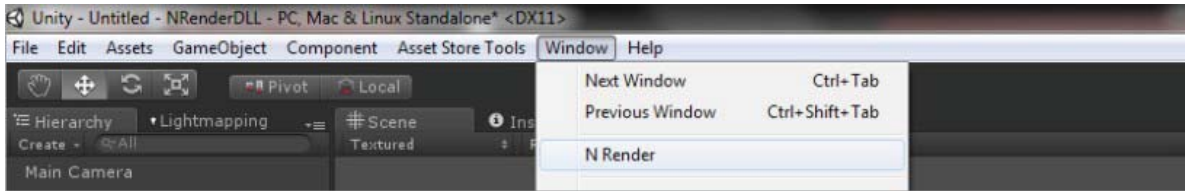
Adjust the result with different parameters:

- * Contrast
- * Color level
- * Global & Detail parameter
- * Inverse
- * 3D / 2D Preview (Unity Free & Pro)
- * Load our own mesh

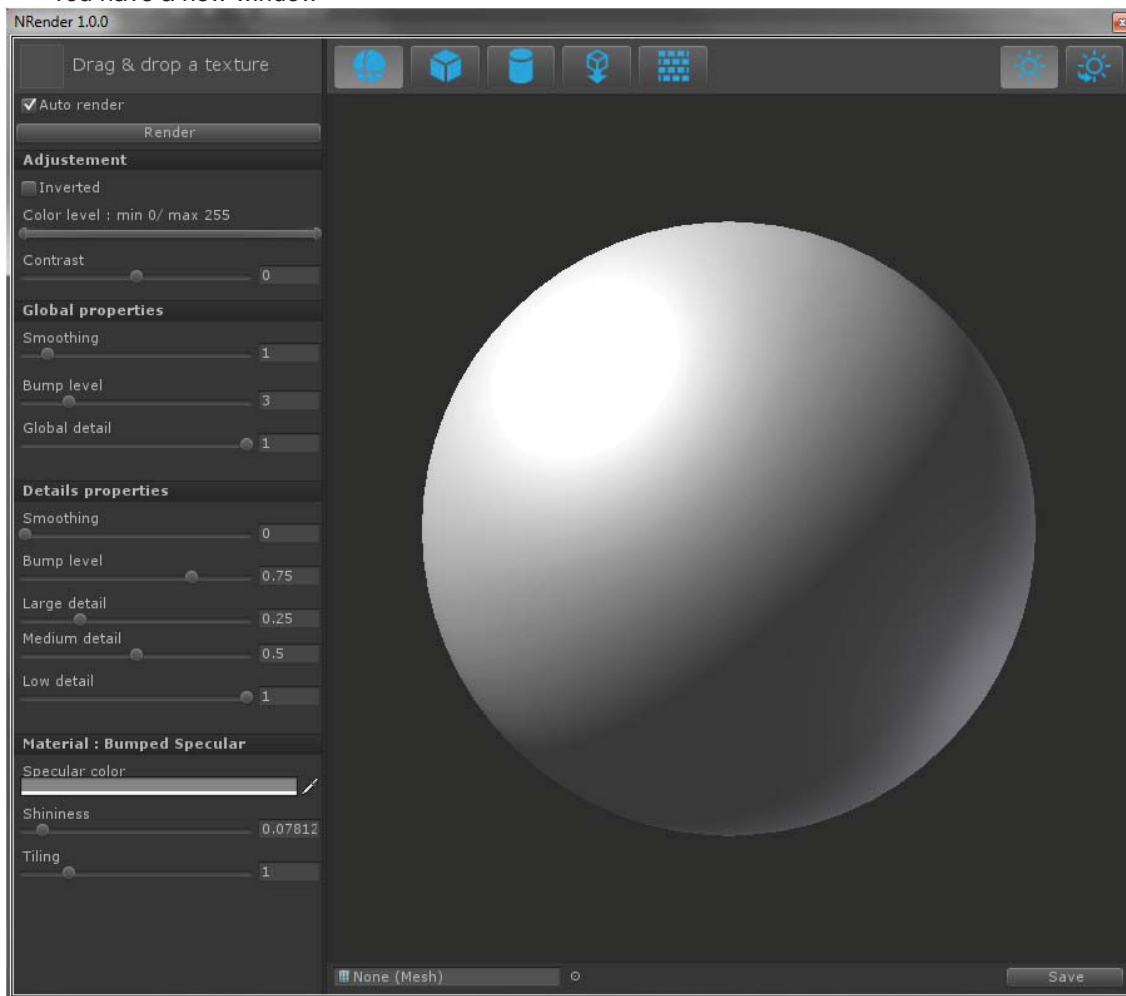
Quick start

Let's start

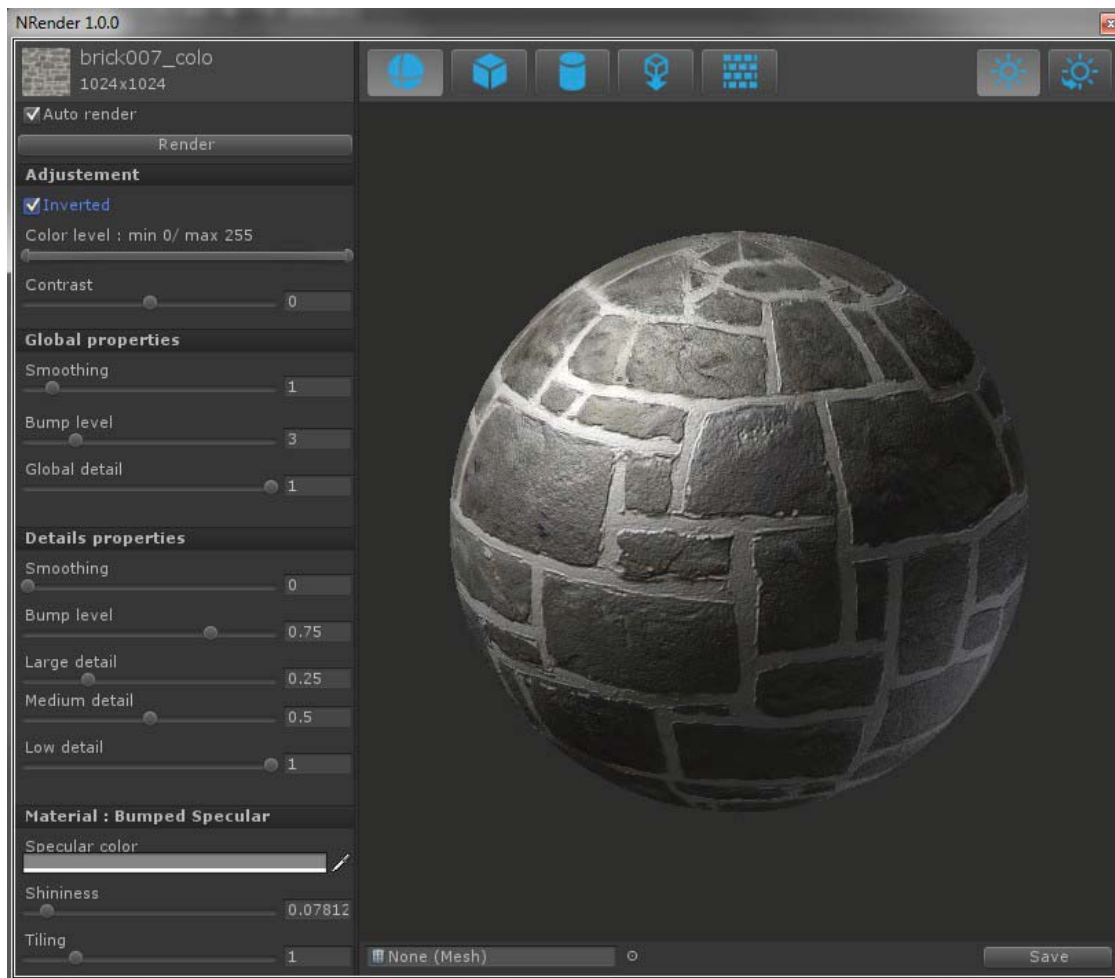
- Launch N Render



- You have a new window



- Drag & drop a texture on this N Render, and start to editing parameter



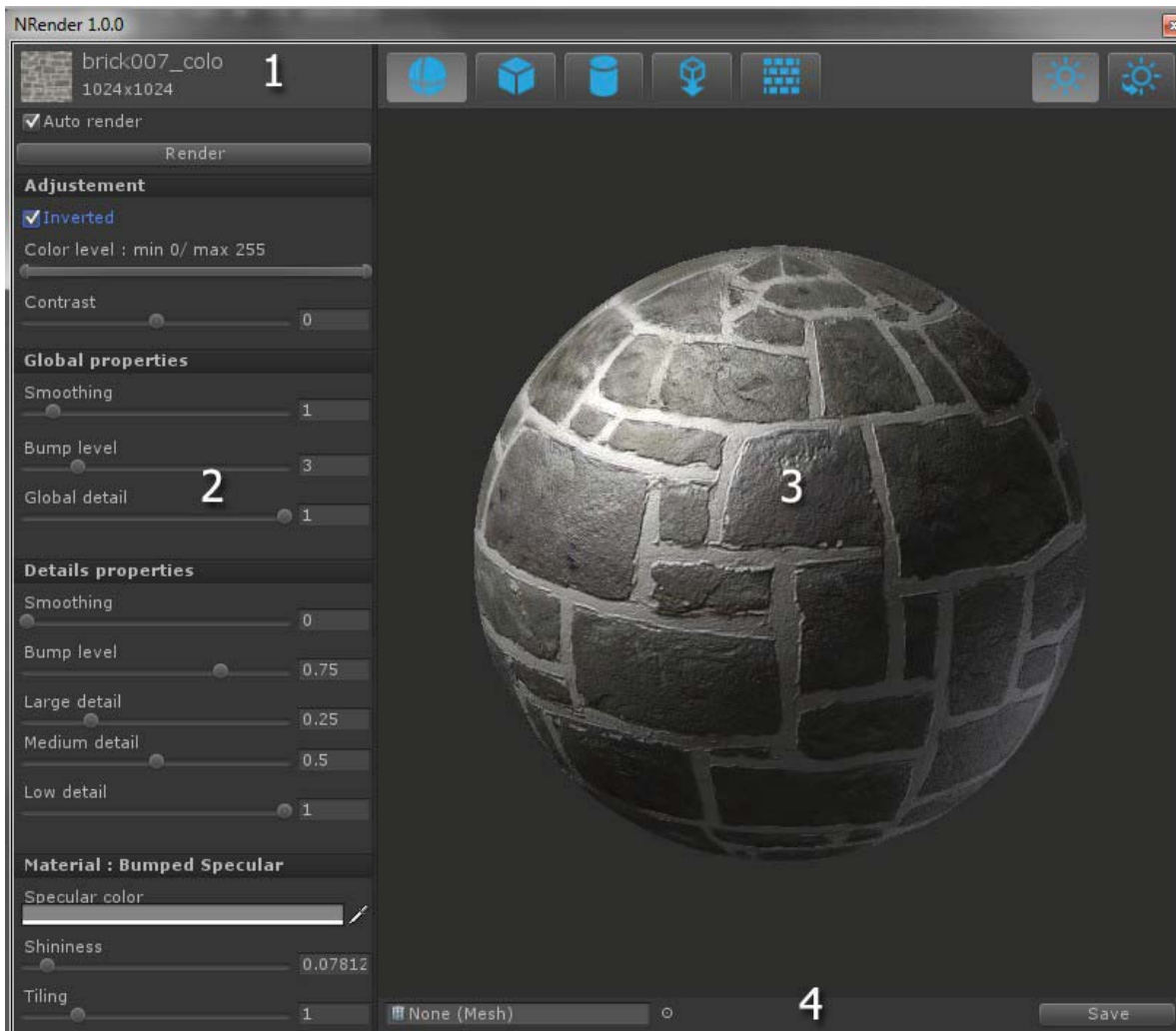
- Click on save button to save your normal map

Window properties

Overview

The window is divided in four parts :

1. Tool bar. (More detail [here](#))
2. Normal map properties. (More detail [here](#))
3. Preview area. (More detail [here](#))
4. Status bar. (More detail [here](#))



Tool bar

The tool bar allows you to change the preview of your normal

1. Information on texture.
2. Preview on a sphere.
3. Preview on a cube.
4. Preview on a cylinder.
5. Preview on your own mesh ([look at Status bar](#))
6. Preview of 2D texture.
7. Set light to static.
8. Rotating light.



Normal map properties

This area is divided into 5 parts:

1. Calculation of the normal map. Auto Render is enabled by default, each time a change in a property a render will be automatically launched.
2. Allows the modification of the base image for the calculation, without affecting the original texture.
3. Affects the entire calculation result of the normal map.
4. Affects specific point on the normal map
5. Allow you to change material properties for preview area.



Preview Area

This area allows you to see the result of your normal map.

3D mode (Sphere, Cube, Cylinder, your own mesh), you can :

- Zoom in/out with mouse wheel
- Rotate 3d object with mouse drag.
- Move 3D object whit mouse drag and wheel button.

Status bar

It allows you two actions:

- Loading a mesh
- Save your normal map. The texture is created at the root of your project in the following format : [Texture name] + [_normal]

