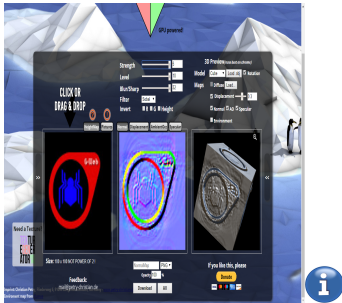


# NormalMap-Online

From the developers of [TextureGenerator-Online](#) brings you a tool that allows the user to turn textures or height map to Normal maps, Spectacular Maps, Displacement Maps, and AmbientOcclusion Maps.

Here are more features:

- NormalMap-Online allows you to adjust the Strength, Level, and Blur/Sharp of the texture/height map
- You can also choose the filter and invert
- You can choose from a variety of models and your custom models to test the texture maps on
- You also can load in your own diffuse textures
- And you can adjust the level of the displacement
- You can enable/disable Normal, AmbientOcclusion, and Spectacular maps and the environment



## MORE INFORMATION

- [Away Builder](#)
- [Online Audio Converter](#)
- [Prefab3D](#)
- [External Tools](#)
- [Nutty Skygen](#)
- [TextureGenerator-Online](#)
- [Vectary](#)

From:  
<https://wiki.gamemaker3d.com/> - **Cyberix3D Wiki**

Permanent link:  
<https://wiki.gamemaker3d.com/tools:normalmap-online>

Last update: **2025/07/26 00:42**

