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 displacment
- You can enable/disable Normal, AmbientOcclusion, and Spectacular maps and the enviroment

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