Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by Anonymous on Sat, 15 Jun 2002 00:43:00 GMT
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Heh, textures is the things, textures.   Textures can easily add loads of details,but unfortunately i dont know much about skinning   Also, things can be added later, thats just an early version, most probably not finished. Better to finish the base model, look at polycount, and then add details, than adding loads of stuff at once, get to high polycount and have to begin to remove stuff.Your expressed views and opinions are apreciated, though   [June 14, 2002, 12:45: Message edited by: brutus]