
Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by [Aircraftkiller](#) on Thu, 15 Jul 2004 08:17:23 GMT
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Experimenting with a new technique, instead of "lighting" the texture itself with variations showing that light is shining off it, I'm using specular highlighting with a more refined form that causes it to appear like there is lighting on the texture that changes with where the light shines, exactly like reality.

Model was done by Sir Phoenixx, the single 1024x texture was done by myself.
