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Subject: Star Wars: Empire At War - Screenshots

Posted by [Demolition man](#) on Fri, 21 Jan 2005 11:20:39 GMT

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icedog90RipintouSorry but I'm not overly impressed with the images, I hope it is better ingame.

The explosions are all a plain yellowee / orange with a basic orange outline throughout and the projectiles all look the same. The ship engines are all same texture yellow or white with no afterburner effect or trail, doesn't appear to be any heat distortion on the galaxy or ships behind engines. Stars all look the same size but with slight reduced / increased lighting / glare. Your joking on the 2nd image right? Sure can tell an x-renegader made this level. Hmmm 3rd image ya have guys standing by an explosion and don't appear to be thrown back or anything, mabe they are drinking tea.

Well....don't wake me when they release it :rolleyes:

You forgot that this is an RTS game and that not everything is going to be perfect detail and have extraordinary physics like Half-Life 2. Please play an RTS game so you know what it's like.

AOE 3 will have HL2 physics

and it looks good also

for more pics <http://www.planetageofmythology.com/aoe3/screenshots/>

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