
Subject: TD based tiberium models

Posted by [Sir Phoenixx](#) on Sun, 13 Apr 2003 18:57:27 GMT

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Halo38Titan1x77

I think those crystal look the same as jACK's....But modeling anything on your own is 10x better.

I think orcas sponges dip in the middle, or is that some crafty texturing?

That's the texture...

Can you make it so that when you run over the crystals you can see little chunks of broken crystals fly up about a foot or so? (like when the harvester runs over the crystals in that intro movie)
