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Subject: Command & Conquer : Reborn :: NOD HARPY

Posted by [htmlgod](#) on Tue, 01 Mar 2005 03:36:01 GMT

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Looks like you saved your texture in 32-bit TGA. Remeber, w3d only supports up to 24-bit TGA textures. Other than that, it's pretty nice. The blades seem really chipped up... I think you'd probably not see much contact damage on helicopter blades, since contact with blades = death. Also, it wouldn't hurt to do some of that light/dark contrast painting used on the rudders to spice up the landing rails.

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