Renardin6 wrote on Wed, 01 June 2005 17:41Did you create all those textures or got the stuff from another mod/game ?

Of the top of my head the outside part has a few unmodified renegade textures and the water texture (both pools) is from C&C_Islands (water_caustic_gridmike.dds), The walls of the lower part of the temple uses a quake texture as it's base.

All of the mesh and all the other textures have been created by myself using photos I took myself or ones found on the internet.

I used the images and textures I gathered and the tools in photoshop to create what you see.

Like...

ren textutre, l10_wall1.TGA

+
The Rosetta Stone (I think it was this one)

+

some statue in a wall

+

Photoshop tools, filters etc...

=

Simply put

Edit: Thanks for all your comments