
Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [Aircraftkiller](#) on Fri, 30 Dec 2005 22:17:04 GMT
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Those walls are horrible, fix them by making them look segmented as they do in C&C95... Lose the poorly textured surface and give it a straightforward concrete UV map in Photoshop.
