
Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [Naamloos](#) on Thu, 19 Jan 2006 17:08:52 GMT
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<http://www.n00bstories.com/image.fetch.php?id=1220907286>

3181 poly's right now.

I'm still going to add some rocks at the intrance of the chemical pipe thing as if the way inside it was created by an explosion. I really need beter textures aswell, but finding them is a pain...

Also the green stuff still needs it's shiny stuff (bump maps) to be added, so it doesn't look too good on that pic yet.
